OFFICIAL! THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

EXPOSED!
Nintendo's new console!
DETAILS INSIDE!

RES EVIL 2
Bigger than Zelda! p18

ARMORINES
Bug-blasting brilliance! p29

QUAKE 2
Multiplayer magic! p6

JET FORCE GEMINI
More secrets revealed! p8

STAR WARS
Episode1: Racer reviewed! p58

DONKEY KONG
Stunning Banjo-beater! p52

Better than GoldenEye!

PERFECT DARK

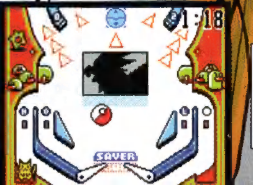
PLAYED IT!

60 NEW PICS! EXCLUSIVE RARE Q&A! p46

GAME BOY COLOR

PLUS!

planet GAME BOY p35
The original and best Game Boy mag inside!



Future Publishing
Your Guarantee Of Value
JULY 1999 £2.95
07
9 771367 595003
ISSUE 30

OXY and OXYCUTE 'EM are trademark

ESCORT
OUR WIVES WANT FUN!
PIN-UPS GALORE!
MAYFAIR
FINGER LICKING GOOD!
MAX

Whatever else puts you on the spot
it needn't be spots.

OXY
OXY DAILY FACE WASH
OXY 36 DUO PADS

Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots before they start. Which means, at least it won't be that sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**

OFFICIAL!
N64 MAGAZINE
30 Monmouth Street, Bath, BA1 2BW
Telephone 01225 442244

Issue 30 July 1999

Editor Tim Weaver
Art Editor Wil Overton
Operations Editor Andrea Ball
Deputy Art Editor Justin Webb
Reviews Editor Jes Bickham
Writer Martin Kitts
Designer Paul Edwards
Production Assistant Pete Travers

Contributors Mark Green, Jason Moore, Graeme Puttock, Daniel Glenfield, Wendy Smith, Simon Dodd, Amanda Thomas & Rick Buettner

Advertising Manager Clare Harper
Tel: 01225 442244

Sales Executive Darren Grattan

International licensing enquiries
Chris Power
Tel: 01225 442244 Fax: 01225 446019
E-mail cpower@futurenet.co.uk
Group Production Manager
Judith Green
Production Manager Lou Reffell
Production Co-ordinator Kirsty Bell
Print Services Co-ordinator
Rebecca Stables
Print Services Manager Matthew Parker
Promotions Manager Gil Stevenson
Marketing Executive Georgina Sanders

Assistant Publisher Nick Stevens
Publisher Alison Morton
Managing Director Jane Ingham

Fax (editorial) 01225 732341
Fax (advertising) 01225 732282
E-mail n64@futurenet.co.uk

All contributions are submitted and accepted on the basis of non-exclusive worldwide licence to publish or license others to do so unless otherwise agreed in advance writing. **N64** Magazine is a totally independent publication and the views expressed within are not necessarily those of Nintendo or their agents. **N64** Magazine recognises all copyrights and trademarks. Where possible, we have acknowledged the copyright holder. Contact us if we haven't credited your copyright and we will correct any oversight.

Annual subscription UK Direct Debit
£24 Cheque/Credit Card £29
Europe £37
Rest of the World £47
Subscriptions 01458 271124

Printed in the UK

Future Publishing
Your Guarantee Of Value

Everything © Future Publishing Ltd 1999

Next issue on sale
Monday 12th July
To find out why it's going to be fantastic jump to p128

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

WELCOME TO N64 MAGAZINE

At 132 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Don't be fooled by feeble imitations!

A walk in the dark...

Although all Rare games are special, there's something *extra* special about *GoldenEye*. *And*, we're happy to report, thanks to Jes' cross-world jaunt to attend last month's E3 games show in LA, its follow-up not only surpasses *GoldenEye*, but just about every other game this year, next year and the year after. *Perfect Dark* is stunning.

Not that we ever doubted it would be exceptional. But, part of the reason it's as good as it is *must* come down to the fact that the development team behind it have borrowed at least *six* of the best ideas from **N64**'s very own Perrrrfick Day competition. Remember how we asked for your suggestions for the game? Well, Rare seem to have incorporated a good few of them, and to devastating effect. Not that we mind, of course. Being able to put your own face into the game's multiplayer mode is superb. Flick to page 46 to find out more.

It's actually a packed issue all round. As well as Ms Dark's adventures, we've got *Donkey Kong 64*, *Jet Force Gemini*, *Resident Evil 2*, the definitive *Star Wars Episode I: Racer* review, *Quake 2*, *Armorines* and a whole lot more. In fact, there's no reason to go anywhere else. Just settle back, get yourself a nice cup of cocoa and read on...

Tim Weaver
Editor

Just look what we've got for you this month!

p52 DONKEY KONG 64
All new shots and playing details from Rare's fantastic new platformer.

p58 STAR WARS EPISODE 1: RACER
The review you deserve. We give you the lowdown on this brill racer.

OFFICIAL! THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!
N64 MAGAZINE
EXPOSED! Nintendo's new console
RESIDENT EVIL 2
ARMORINES
QUAKE 2
JET FORCE GEMINI
STAR WARS
DONKEY KONG
Better than GoldenEye!
PERFECT DARK
PLUS! planet GAME BOY
30

p18 RESIDENT EVIL 2
It comes on a huge 512Mbit cart – and we've got exclusive new shots!

p46 PERFECT DARK
Walkthroughs, deathmatches, weapons and an exclusive Rare interview!

p35 GAME BOY
The World's only dedicated Game Boy magazine.

Flip to page 130 for a full index of this month's contents! GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

CONTENTS

Issue 30, July 1999

PLANET 64
NINTENDO 64 NEWS CENTRE

Starts on page 12

12 **NEWSDESK**
Project Dolphin unveiled! And Nintendo toys galore...

18 **COMING SOON...**
Mega E3 preview section! See all the best new games – right here!

18 **RESIDENT EVIL 2**
All the info you need on the definitive zombie fest!

29 **ARMORINES**
Get the 'skinny' here on Acclaim's bug-infested blaster!

26 **WORLD DRIVER CHAMPIONSHIP**
Our very own *Gran Turismo*? Looks like it!

REGULARS

32 **INFORMATION STATION**
Get £5 off at GAME, plus the charts and release list!

95 **N64 SHOPPER**
An import buyers heaven.

128 **N64 MAGAZINE ISSUE 31**
See the delicious goodies we've got for you next month!

130 **WHAT IF...?**
Parallel universe games ahoy.

planet GAME BOY
The best – and only – dedicated Game Boy magazine in the world.

35

N64 MAGAZINE ARENA
UK releases, reviewed, rated... and completed! Sponsored by GAMEplay

Starts on page 56

58 **STAR WARS EPISODE 1: RACER**
LucasArts do it again with this tremendous *Wipeout*-beater!

64 **CHARLIE BLAST'S TERRITORY**
The N64's latest puzzler – starring a fat workman in jeans!

IMPORT ARENA
The latest Japanese and American games.

Starts on page 68

68 **Super Bowling**
It's much, much better than *Milo's Astro Lanes*...

69 **Bottom of the Ninth**
Yet more Yankee baseball! (Sound of distant snoring.)

N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6

QUAKE II
All-new shots – and an absolutely superb multiplayer game!

6

JET FORCE GEMINI
Prepare yourselves. Rare's space blaster is going to be brilliant!

8

40 WINKS
First playtest of this dreamy platformer with plenty of promise!

10

N64 MAGAZINE Club 64

The ultimate reader service.

Starts on page 71

72 **MAIL BOX**
Tim's favourite page – it's your letters!

HOW TO...
Guides to ease you through life.

78 kick ass and chew bubblegum in **Duke Nukem: Zero Hour**

84 **Clobber five N64 classics**

90 breathe new life into **GoldenEye**

88 **HELP WANTED**
Eleven mind-boggling quirks in *Zelda*!

92 **TIPS EXTRA**
Generous helping of tips, sir?

97 **DR KITTS' GAME CLINIC**
Kittsy's terrible stare put to good use.

98 **HOTLINE TIPS**
Help from Nintendo themselves.

100 **GAME ON**
More quirky game challenges for you!

102 **COMPO RESULTS**
Tat's Entertainment winners.

104 **I'M THE BEST**
Well, are you? ARE YOU?

108 **SKILL CLUB 64**
You've got to be skill to be in *this* club.

112 **CONTACTS**
Swapsies, fanzines and pen friends!

116 **DIRECTORY**
Every game ever released, right here!

122 **SUBSCRIPTIONS & BACK ISSUES**
Never be late with your issue again.

SPECIAL INVESTIGATION

We've seen it. We've played it. And things will never be the same again. Say hello to the biggest game of 1999...

46

PERFECT DARK

DONKEY KONG 64

All the details! Brand new pics! 52

MULTIPLAYER COMPO

44

Did *you* get through to the final? Find out right here...

LETTER FROM AMERICA

Find out about *Turok: Rage Wars*, *Hybrid Heaven* and much more in these E3 interviews!

124

FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

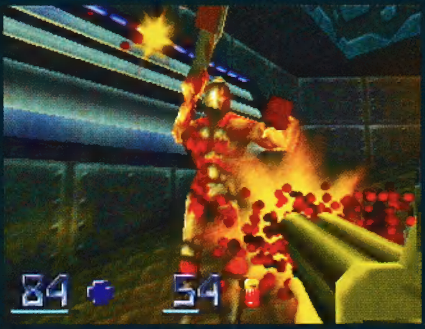
QUAKE II 6
All new shots! And one fantastic multiplayer experience…

JET FORCE GEMINI 8
We've played it – and it's brilliant! Feast your eyes on these gorgeous new pics.

40 WINKS 10
GT spring a surprise 3D platformer on us – and it looks ace.

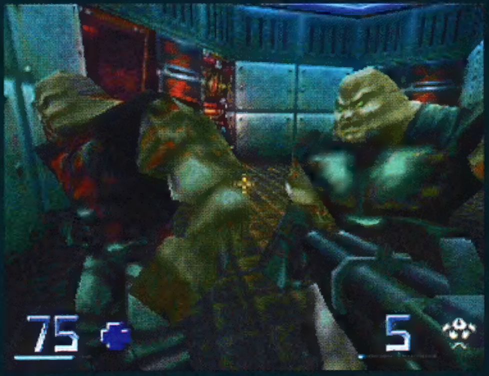
WANT MORE NEW GAMES?

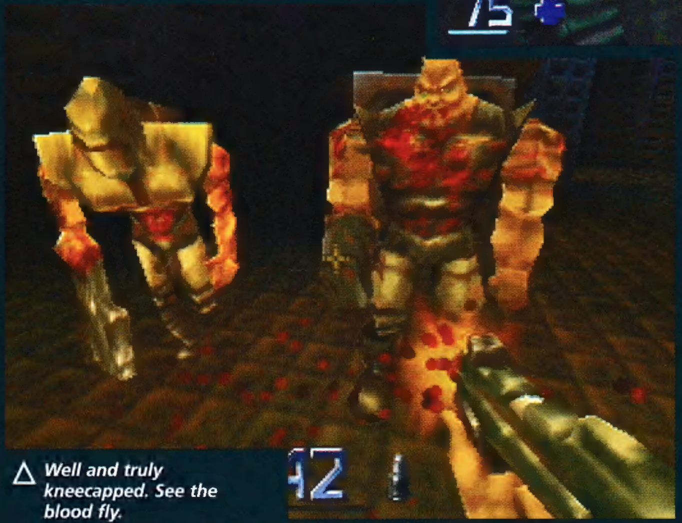
Check out the Coming Soon section of Planet 64 on page 18! GO! GO!



△ *Ah, the super shotgun. A very satisfying – and effective – weapon.*

▽ *Two Enforcers line up to make your life a misery.*





△ *Well and truly kneecapped. See the blood fly.*

▽ *Go on. Shoot him in the head.*

▽ *The machine gun. Great kickback.*

QUA

violence is golden

INFO BURST

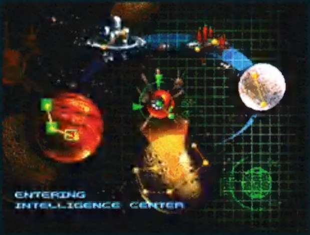
QUAKE II	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

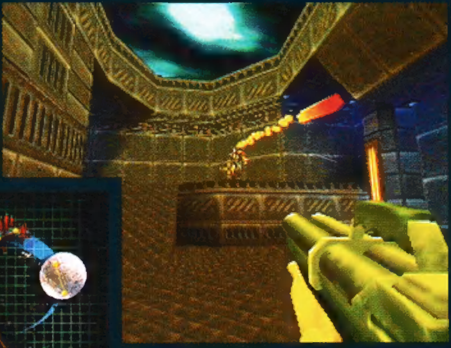
WHEN'S IT OUT?

US	UK	Japan
	July	TBA

ANTICIPATION RATING ●●●●

▽ *The level select screen in all its glory.*





△ *That Strogg is going to regret firing his puny pistol at you in about three second's time…*

ARENA
EMPTY SPACE
ACCEPT
OPTIONS
RETURN

△ *There are about 10 multiplayer levels in Quake II – and everyone's a winner.*

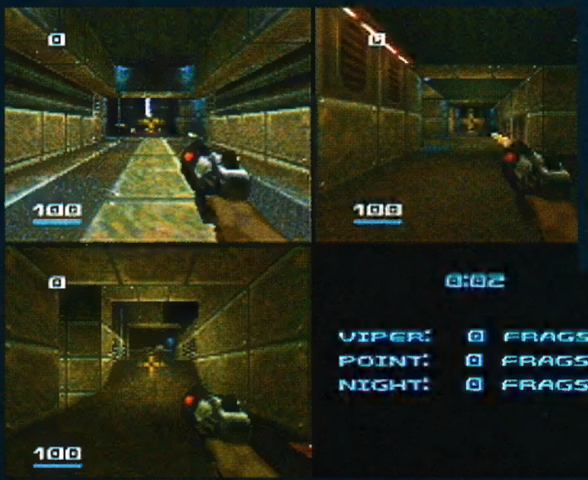
△ *More Enforcer-eviscerating shenanigans.*

MISSION FAILURE
0:20
VIPER: 0 FRAGS
POINT: 0 FRAGS
NIGHT: 0 FRAGS

▽ *Quake* II *multiplayer is absolutely superb. You'll love it.*

32
YOU WERE MELTED BY VIPER'S HYPERBLASTER.
VIPER

KE II



0:20
VIPER: 3 FRAGS
POINT: 0 FRAGS
NIGHT: 0 FRAGS

△ *The gun in the top left is the BFG. We can't tell you what it stands for.*

◁ *The multiplayer levels are huge, with plenty of places to snipe the enemy.*

Good grief. Not only do we go to E3 and play *Quake II* to within an inch of its life, but Activision *also* send us a practically complete version of the game. And it plays fantastically well. It seems it's been well worth putting up with the constant delays because far from being a lazy conversion of the PC mega-hit, *Quake II* is an all-new version of the game, specific to the N64.

The levels have been designed exclusively by developers Raster Productions and they've been given a more colourful coat of paint far nicer than the drab browns and greys of the PC original. And the multiplayer? Well, it's one of the best we've ever played. Ever.

Raster appear to have spent a lot of time concentrating on *Quake II*'s control. Rightly recognising that a game is nothing without pin-point accuracy, they've worked long and hard to deliver a 'feel' that is sharp and accurate. They've got completely to grips with the analogue, and there's absolutely none of the irksome inertia and wild swinging of the crosshair that was a problem with *Turok 2*.

Also, by cutting down on extraneous detail and limiting enemy animations, Raster have managed to get the game running at blinding speeds, almost completely free of slowdown. The game utilises the expansion pak but *Quake II* discards the jerky hi-res mode in favour of a faster, smoother playing experience. All of which has one major effect: *Quake II*'s multiplayer is *superb*.

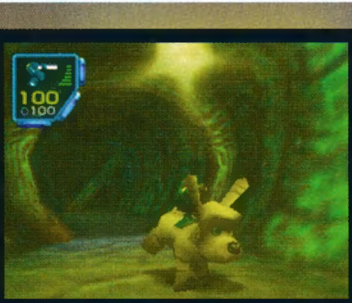
△ *Woah. We found Martin staring wistfully at this picture the other day.*

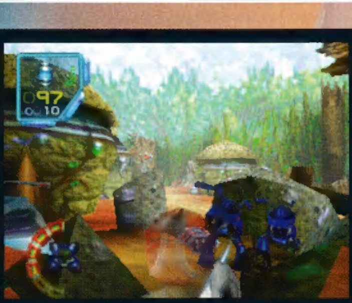
Fast and hectic, with four players *Quake II*'s multiplayer proves to be one of the most intense and downright enjoyable friend-on-friend fragfests you'll ever play. And it's brutal. The Railgun might be hard to aim but if you get a direct hit you can kill an opponent outright. Other weapons include a top-notch rocket launcher, two different varieties of shotgun, a machine gun, the Chaingun (much like the original *Turok*'s), the Hyperblaster, a grenade launcher and, best of all, the BFG. The BFG takes a couple of seconds to charge, but when fired it hurls a huge ball of green light which then spears opponents with lightning. Nice.

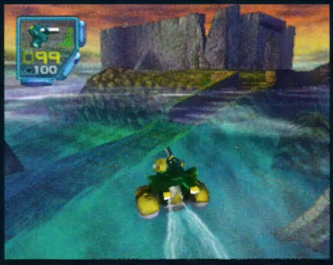
While *Quake II*'s straight, blast-the-monsters, shoot-the-switches mentality is perfect for the adrenaline-rush multiplayer, it makes for a less satisfying solo game. Unfortunately there are none of the subtleties that made *GoldenEye* so brilliant. Still, *Quake II* is a sterling, first class addition to the N64's multiplayer masterclass. And, in such company as *GoldenEye*, *Turok 2* and the upcoming *Jet Force Gemini* and (ooh) *Perfect Dark*, that's high praise indeed.

TO BE CONTINUED... Activision have promised a review of the game next month.

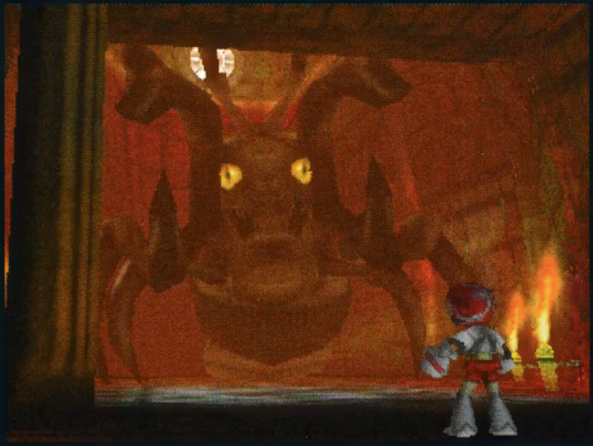
ALL-NEW SHOTS AND INFO ON RARE'S BUG-LADEN BLASTFEST!


◁ Lupus the dog. Like Lassie, but armed with huge guns. Sort of.

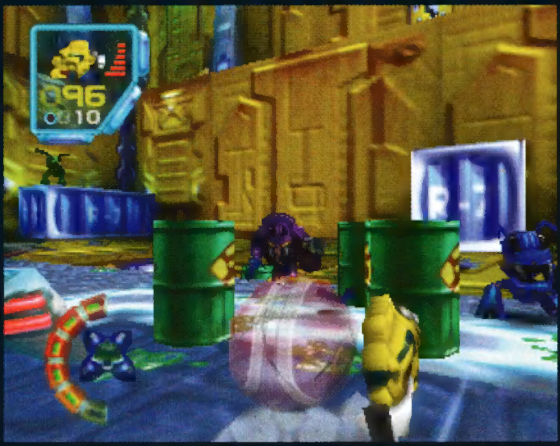

◁ Get too close to the camera and you'll fade into a first-person view. Nice.


Lupus' transforming vehicles. It's a boat, here. ▷

One of the game's very many huge ▽ bosses.



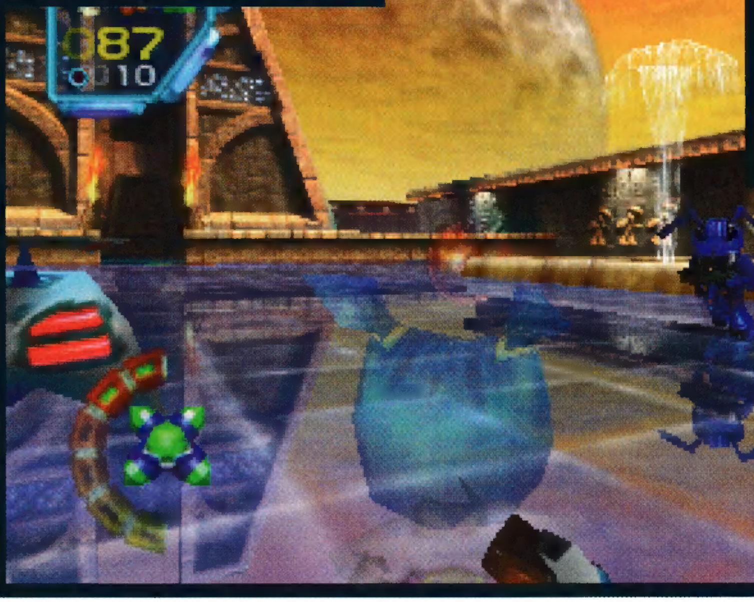
△ See that goo on the walls? That's the kind of violence we like.

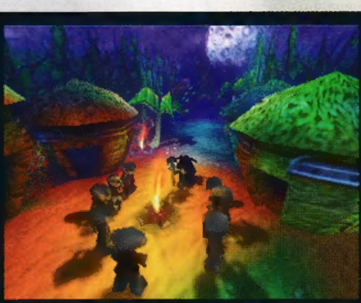


JET FOR

◁ Bug alert! Time to spread some gunk, we'd say.

▽ Look at the reflections on the floor. Jet Force is going to be pure class.




△ Just look at that lighting. Jet Force is incredible to look at – and play.

One of the cute critters that you have ▽ to save.

INFO BURST

JET FORCE GEMINI

FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Maybe
RUMBLE PAK:	Yes
GB PAK:	No

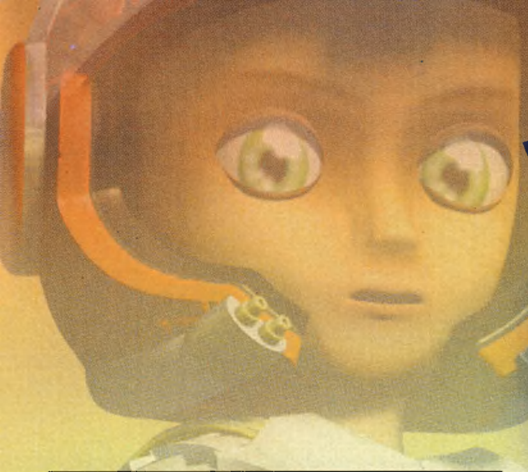
WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
30th August		TBA

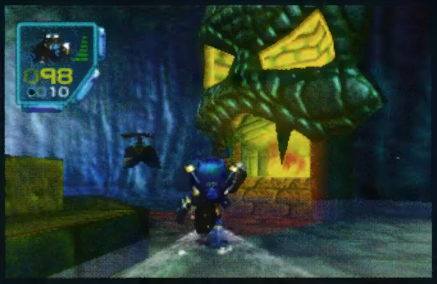
ANTICIPATION RATING
●●●●●

CE GEMINI

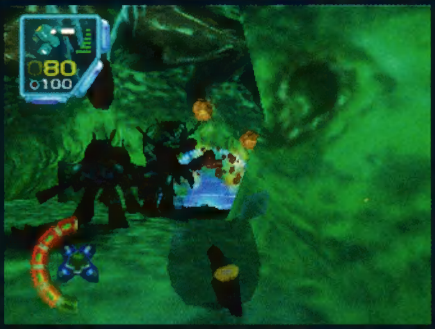
two psychopaths and their dog



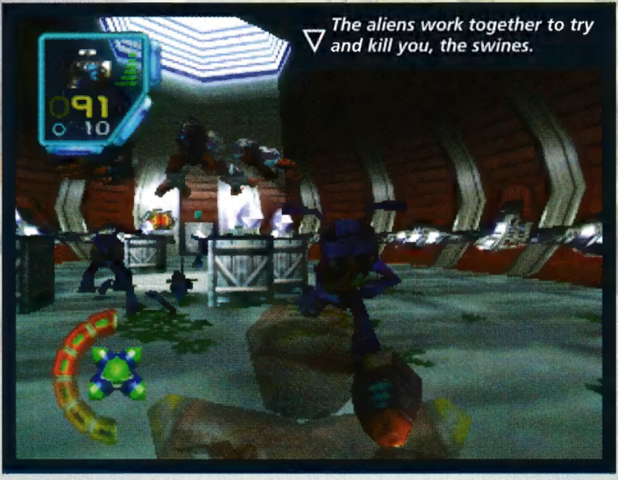
We've been listening to Jes's tales of *Jet Force Gemini* ever since he arrived back from E3, with a huge grin on his face, and a video secreted in his hand baggage to prove that he hadn't imagined the whole thing. Make no mistake, this game is going to be something special – it plays like a turbocharged version of *Body Harvest*, and it looks like nothing on earth.



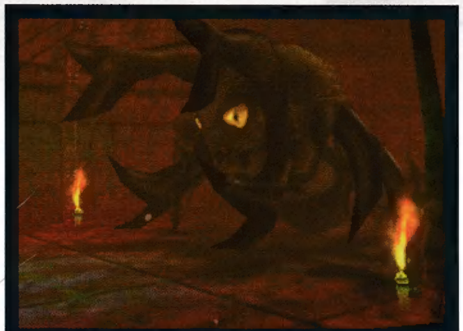
△ *Vela, equipped with powered-up exo-suit, prepares to enter someone's scary lair.*



△ Jet Force Gemini *will contain an incredible 120 levels. That's BIG, and very good news.*



▽ *The aliens work together to try and kill you, the swines.*



△ *That huge insectoid boss again. Going to take a lot of firepower to put him down.*

The control system works well, once you've got over the fact that it's significantly different to the familiar *GoldenEye*/*Turok* way of doing things. The analogue stick is used for movement, with the Left and Right C-buttons controlling strafing, so it's possible to circle around an enemy. You can jump with A, reload with B, fire with Z, aim – like *GoldenEye* – with R, and scroll rapidly through your weapons with Top and Bottom-C.

And what weapons they are. Make no mistake, *Jet Force* may look superficially cutesy, but beneath the bug-eyed exterior pumps the heart of a game that revels in wanton carnage. Do enough damage to one of the millions of insectoid aliens in the game and they'll explode in a storm of green goo. Accidentally shoot one of the flat-headed ewoks that you're charged with saving and you're treated to huge gobbets of red plasma flying in all directions. Some of the guns we were treated to in the few playable levels at E3 included a homing rocket launcher, a devastating multiple rocket launcher, a *fantastic* Razorwind-style frisbee (that can lock on to several enemies and decapitate them *all*) and a Ghostbusters-influenced plasma gun that holds spasming targets in its neon streamers until they expire. There's also a sniper pistol that, until *Perfect Dark* arrives, is second only to *GoldenEye*'s.

VISUALS ***Jet Force may look superficially cutesy, but beneath the bug-eyed exterior pumps the heart of a game that revels in wanton carnage.***

Elsewhere, it seems that Juno, Vela and their trusty dog Lupus each have their own distinct levels to travel through – meeting up at the end of the game for the climactic final battle with evil overlord Mizar – along with individual powered-up exo-suits and vehicles (which morph from, say, a boat to a car when you hit land). In addition, other power-ups and equipment litter the game; one segment we played had Lupus flying over a bottomless canyon, via paw-mounted jet packs.

And, as if all this wasn't enough, *Jet Force* is graphically stunning. It's hard to do the game justice until you've seen it in action; fast, fluid, rammed to the gills with eyebrow-searing explosions and special effects and *the* most spectacular lighting. The icing on the cake is loads of hugely impressive cut-scenes involving gargantuan spaceships. Very special indeed.

As you can no doubt tell from our excitement, *Jet Force Gemini* is going to be a thing of greatness. And, as we sit here, we simply *cannot* wait for the end of August. It's going to be *fabulous*. N

TO BE CONTINUED... We'll be giving *Jet Force* a further playtest in the next issue. Howzat?

FIRST PLAY OF THE PLATFORMER THAT COULD BETTER BANJO!

40 WINKS

a dream of a game

INFO BURST

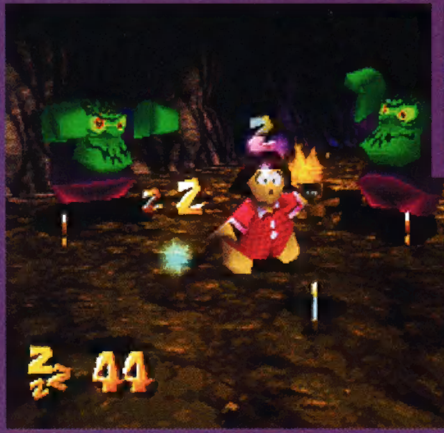
40 WINKS	
FROM:	GT
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

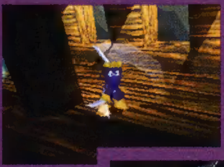
US	UK	Japan
Winter '99		TBA

ANTICIPATION RATING

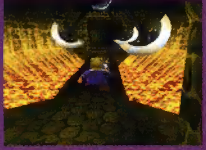
●●●○○



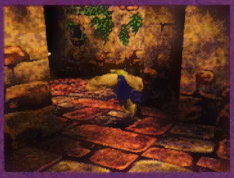
Tumble at the mercy of some frankenbeasts.

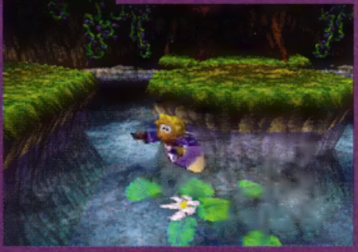


This is Ruff in one of the extra 'costumes' you can get.

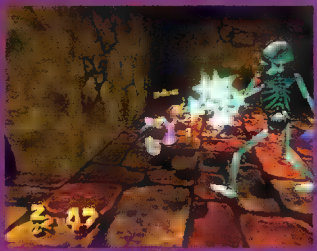


Swinging scythes. Very painful.

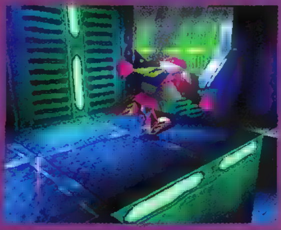




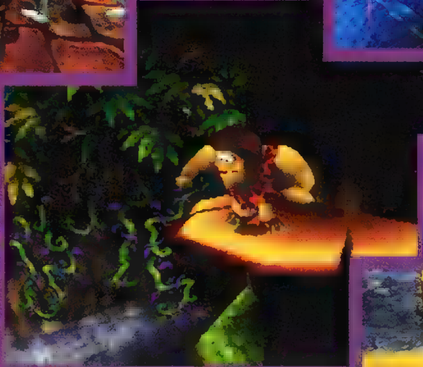
The backgrounds are simply lovely.



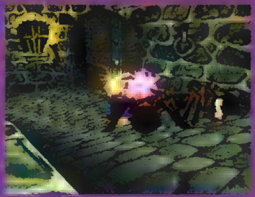
Some top skeleton-bashing action.

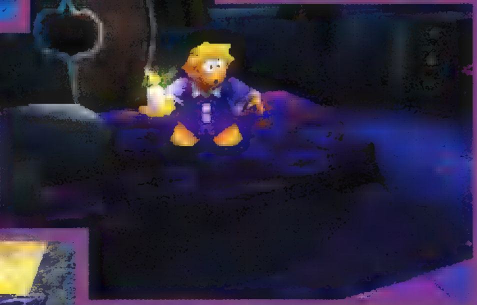


That looks like a jet pack. Let's hope you can fly.

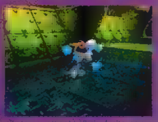


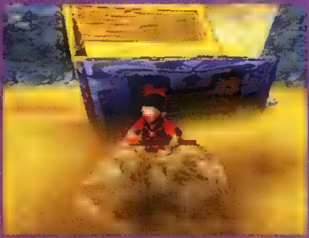
Can you climb down those vines, Zelda-style?



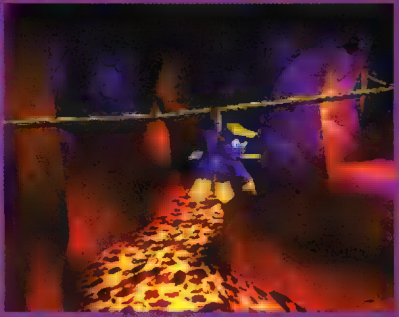


In the bedroom. The adventure begins.

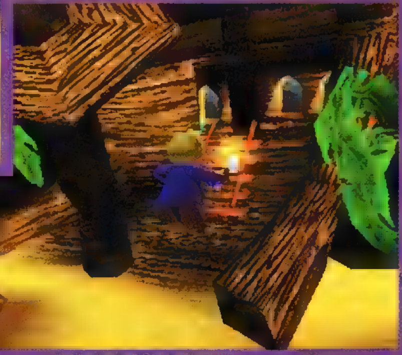




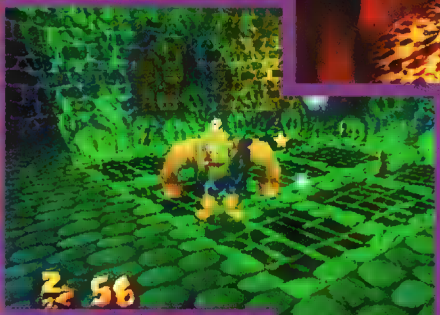
Stranded in a sea of sand. What to do?

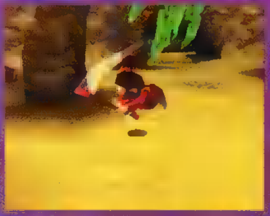


Some rope-swinging, ninja-style action.



Is this a beached pirate ship of some kind?





Another character transformation here.

Up until this month, the lack of screenshots meant that *40 Winks* was only a rumour. The only thing we did know was that it was a 3D platformer but, having seen the game in full, glorious action at E3 we can now tell you that it's a graphically stunning one at that.

40 Winks is being developed by Eurocom for GT Interactive – the very same folks that gave us the wondrous *Duke Nukem: Zero Hour* – and features a couple of kid characters called Ruff and Tumble. The game transports you into the dream-world of the two main protagonists, where the eponymous 'winks' have to be collected. Apparently, the Winks look after us when we sleep, ensuring we only have good dreams. Unfortunately, though, they've been kidnapped by the evil Nitekap, who aims to turn them into, um, Hoodwinks, which bring about nightmares. And it's up to our two heroes to save the day.

Ruff and Tumble can jump and roll, and have access to more moves that are unlocked as the game progresses. They even have projectile attacks: Ruff, in particular (he's a boy – Tumble is his sister) is able to fire a mightily impressive ball of lightning. They'll also be able to morph into four distinct other characters, including a robot, for extra abilities and equipment.

Much like the castle in *Mario 64*, or the lair in *Banjo*, or even, at a stretch, *Zelda*'s Hyrule Field, *40 Winks* features an elaborate menu-cum-hub system – set, naturally, inside a house in the middle of the night. When in the house, you're allowed to enter every room you come across, and within some of these rooms you'll find warp-gates to the game levels proper. It all looks very nice indeed. The camera, however – which, when we played, was devoid of manual operation – had a little trouble adjusting to small rooms (such as, fittingly, the toilet) but *40 Winks* looks – and for the most part – plays like a dream. The animation in the game, too, is exemplary, with facial features especially well catered for.

Despite looking like kids' stuff, and despite the fairy-tale plot, *40 Winks* seems to be following in the footsteps of the best Ninty games; it's packed to the rafters with detail and imagination and each of the two characters, in a *Castlevania*/*Jet Force Gemini* style, has access to abilities and areas that the other hasn't, necessitating a great deal of exploration and switching of characters.

So, then, will *40 Winks* be a credible contender for the spot occupied by games such as *Banjo*? Possibly. At the moment, it certainly *looks* the part, but we'll reserve judgement until we get to review the game later on in the year. One thing's for sure, though: *40 Winks* is head and shoulders above dross like *Gex*, *Space Circus* and the rest. And that's got to be good news.

LIFESPAN ● ***Each of the two characters has access to abilities and areas that the other hasn't.***

TO BE CONTINUED... We'll be exploring every cranny in 40 Winks in the coming months.

PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO ▶ RETROWORLD p16 NEW GOODS p15 FANZINE FARM p16 N64 QUIZ p14 PREVIEWS p18

Project Dolphin casts its net!

Nintendo unveil their PlayStation 2-beater! Codename: Dolphin...

One of the biggest announcements at this year's E3 videogames show in LA happened before the main event even started. On 12th May, Howard Lincoln, President of Nintendo of America, revealed the first details of Project Dolphin, Nintendo's next *next* generation console, which should be released at the end of 2000, at around the same time as Sony's PlayStation 2.

On that same day, halfway across the world, Nintendo of Japan premier, Hiroshi Yamauchi, confirmed that Nintendo would be teaming up with electronics giant Matsushita – known here as Panasonic – and IBM to create the most advanced home console the world has ever seen.

Codenamed Dolphin, the console is set to match and, most probably, better PlayStation 2 (see: 'And again in English' for a simpler explanation). It also spells something of a first for Nintendo, who have shoved their history of cartridge-based gaming aside in favour of dazzling DVD technology, just like PlayStation 2.

Also like PlayStation 2, Nintendo's new machine will make use of the important .18 micron chip – a wonderchip that provides lightning quick processing times. But whereas Sony and hardware partners Toshiba have yet to make the chip, IBM already mass produce it, meaning Nintendo are a few steps ahead before the battle's even begun.

Nintendo should also benefit from their plans to release Dolphin on the same day across the world and around about the same time as PlayStation 2's American launch.

In an hour long press conference, Howie Lincoln also touched upon piracy, a problem that's plagued Sony's PlayStation. Howser said Dolphin would have "enhanced counterfeit protection", and that Nintendo was in the middle of developing a super-advanced anti-piracy device, which will be incorporated into Dolphin.

The question of course is whether Nintendo can get the launch right. Or more importantly whether they can get enough games *ready* for launch. The Howster seemed confident, naming Rare, Left Field (the developers behind *NBA Courtside*), unknown Australian quantity Retro Studios and Nintendo of America's own Software Technology Group as developers who already have Dolphin kits. Expect more software giants to follow, including Konami, Acclaim and LucasArts, as well as Namco, Square and Capcom, who will be especially interested now the format has been confirmed as DVD, a much cheaper medium than cartridges.

Unfortunately, we're not going to be hearing any more about Dolphin for quite some time now; Nintendo have made it quite clear that the N64 is still their number one priority, well, at least until the end of next year, anyway. And with games like *Perfect Dark*, *Donkey Kong 64*, *Jet Force Gemini* and *Resident Evil 2* on the horizon, it's not hard to understand why...

© 1995 PolyGram

Mario on DVD. On DVD, geddit? Mmm, yes. But, you can expect the next Mario adventure to appear on Dolphin.

SHORT CUTS

ZELDA CLEANS UP

Take a look back at last month's news story on E3's Game of the Year awards, and you might have seen *Zelda*'s [illegible] mooted amongst the potential winners. Well, as it turned out, *Zelda* cleaned up, winning six awards in all, including the prestigious Game of the Year and Console Game of the Year gongs. Shigsy Miyamoto was there to accept all six in a nice jacket and white T-Shirt (no **N64** pin badge this time round, though), and was especially proud to have beaten away the challenge of the PlayStation's *Metal Gear Solid*. Well done, Nintendo, then.

MOUSE HUNT

Disney and Nintendo have confirmed that they will be working on a series of Mickey Mouse games for the N64 and Game Boy, with none other than Rare themselves taking on development responsibilities.

A Mickey Mouse racing game will be the first to appear, supposedly some time this year (though that seems a bit optimistic), with *Banjo*-style 3D adventure titles to follow, pencilled in for 2000 and 2001. Of course, the last of those dates ties in quite nicely with the release of Dolphin, but we'll have to wait for *that* announcement.

And again in English

A nice and simple guide explaining what all those very long words mean...

DOLPHIN HAS... a copper processor

This really isn't very complicated. Er, we think. Processors have traditionally used aluminium on their circuit boards. However, recently-enhanced engineering techniques at IBM mean Dolphin can now use copper, which basically just conducts electricity faster and therefore sends processor data around the chip faster. In simple terms, this means graphics – notably polygons – can be shifted around at lightning quick speeds. Oh, and remember the .18 micron chip? Well, the copper processor is actually *part* of it. And to make things a little easier, the micron chip will become known as the Gekko processor. Which IBM specialises in. Phew.

DOLPHIN HAS... DVD technology

If you wander into your local branch of Dixons, chances are you won't go far without finding a DVD player. Digital Versatile Discs are, according to the experts, the future of home entertainment. With their astonishingly *huuuuge* amounts of storage space – around seven times the size of a normal CD which, in itself, is around 18 times the size of your average N64 cart – DVDs look and behave in the same way as normal CDs do except for one thing: thanks to the size of them, DVDs can play movies. CDs simply aren't big enough. So, not only will you be able to play games on Dolphin, but you'll also be able to watch films.

DOLPHIN HAS... a 400MHz clock speed

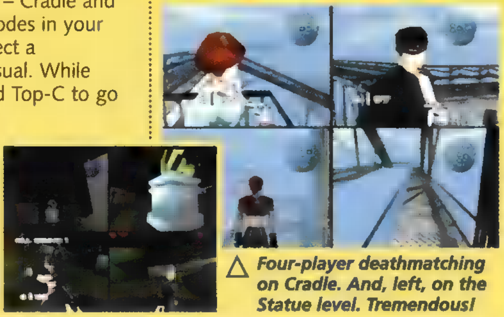
Clock speed is all tied in to the Gekko processor, and basically defines how many different instructions can be sent to the processor. The higher the clock speed, the higher the number of instructions that can be whipped around the machine. The bearing this has on Dolphin games is obvious: the more impressive the clock speed, the more the games themselves can do. So, with a 400MHz clock speed, you're looking at something, without putting too fine a point on it, utterly astonishing. And, as a bonus, something that's already well ahead of PlayStation 2, which Sony have confirmed has a clock speed of 300MHz. Everything a little bit clearer now?

New GoldenEye multiplayer levels

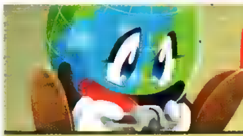
Thought you'd seen it all in *GoldenEye*? Think again. If you've got an Action Replay cheat cartridge, you can play multiplayer games on two of the single player levels – Cradle and Statue. Just save the codes in your Action Replay, and select a multiplayer game as usual. While starting the game, hold Top-C to go to the Cradle, or Bottom-C to go to Statue Park. They're both a bit glitchy, but we certainly recommend Cradle for some superb sniper action.

The codes

Cradle	*800572D1 0008* *80025E47 0029*
Statue	*800572D1 0004* *80024E47 0016*



△ *Four-player deathmatching on Cradle. And, left, on the Statue level. Tremendous!*



N64 Diary

Worried about missing a competition date? Can't remember when that game comes out? Need to know when the next issue of **N64** Magazine is out? Then, look no further...

EPISODE I: RACER
Issue 30 • June 4th
Reviewed on page 56, the new Star Wars game is in the shops.

MARIO DX (GB)
Issue 30 • July
Mazza's brilliant new Game Boy outing is out around about now.

MINI MONACO GRAND PRIX N64 COMPO
Issue 29 • June 21st
All entries should be into us by 21st June 1999. That's *this* year.

THE N64 QUIZ
Issue 29 • June 21st
Remember, your completed quiz forms need to be into us by 21st June.

I'M EXHAUSTED COMPO
Issue 29 • June 21st
To win the steering wheel and a copy of *Monaco*, get your entry in by 21st June.

DUKE NUKEM ZERO HOUR
Issue 28 • June 25th
Duke's second brilliant N64 adventure is finally out on the 25th June.

MARTIN'S BIRTHDAY
Major issues • July 7th
On the 7th July, Martin is 27. Blimey, he's old.

N64 MAGAZINE
Issue 31 • July 12th
Don't miss the next thrill-packed instalment out on the 12th July.

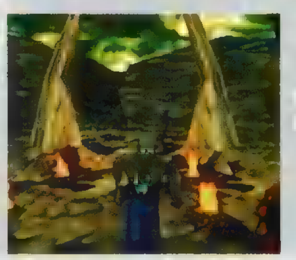
REMEMBER THE ADDRESS!

N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

GO! GO!

ACCLAIM NATION

Acclaim are 'becoming one' or something thanks to an E3 announcement that their various development studios will be changing names. Whereas before, studios like Iguana US and Iguana UK were called, er, Iguana US and Iguana UK, under the new Acclaim reshuffle, they'll be called Acclaim Studios Austin and Acclaim Studios Salt Lake City (breathe) – that's the US bit – and Acclaim Studios Teeside respectively. Probe are also the newly-monikered Acclaim Studios London. Unofficially, though, Iguana and Probe still keep their old names.



There are more **SHORT CUTS** on page 16 GO! GO!

Just like we said

Anything familiar about Perfect Dark's 'new' features?

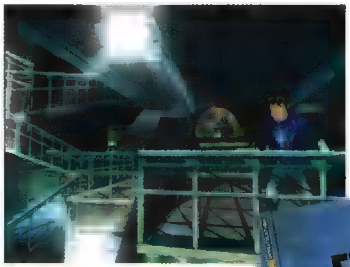
Well, we forwarded on your suggestions for Rare's follow-up to *GoldenEye*, and we wondered whether they'd take any of them on board. And, as it turned out, they *really* did.

In **N64**/22, we were the only magazine in the *world* to blow apart *Perfect Dark* for you, giving you a step-by-step guide to the opening DataDyne level and, more importantly, the only magazine in the world to give you the chance to have a say in the game. Three issues later in **N64**/25, we ran a follow-up feature packed to the rafters with your ideas for Joanna Dark's first N64 outing: what you'd like to see, what weapons, what characters, what features, *the lot*. And – would you believe it! – as soon as Jes ambled into the E3 show in Los Angeles this month, he played a version of the game complete with this little lot:

- **N64-to-GB pak compatibility.**
- **Jumping.**
- **A create-a-player mode in multiplayer.**
- **Deathmatch Bots.**
- **In-game speech.**
- **Body heat, Predator-style weaponry.**
- **Bodies lying around for much longer after they die.**

Of course, we won't be too upset, not least because we *did* invite those friendly funsters at Twycross to dip into your vast imagination, but a mention at the end of the game would be nice, wouldn't it? Or even at the beginning of the game. Right at the beginning preferably, before the game name comes up. Ah, now that would be a bit special, eh? Er, but unlikely.

Still, you can all afford to go round with a smile on your face. Good work, soldiers.



△ *Jo takes to the DataDyne rooftop. Turn [illegible] to [illegible] for more!*

FUTURE PERFECT
N64

Our feature. Essential reading at Rare's HQ. ▷

The N64 Magazine Quiz

WIN! £50!!

New place, same tough questions...

Fifty quid. Do you realise that's enough to buy the superb *Star Wars Episode I: Racer* and *still* come out the other end with change enough for a chewie down the newsie?

Okay, so it's only one pence, but change is change. And, if you win the **N64** Magazine Quiz, fact is, you wouldn't have paid out even a single *pence* from your own bank account. Top stuff.

1 *What's the name of the shadowy organisation in* Perfect Dark*?*
2 *Why are the* Jet Force *called* Gemini*?*
3 *Name the new characters in* Donkey Kong 64*.*
4 *What driving game this month is being developed by Boss Studios?*
5 *What sport is featured in* Bottom of the Ninth*?*
6 *What are the names of the two central characters in* 40 Winks*?*
7 *How many tables are there in* Pokémon Pinball*?*
8 *Which five games make up the Player's Choice range?*
9 *Who does Anakin Skywalker become?*
10 *Where is* Legend of Welder *mentioned this issue?*

HOW TO ENTER

It's as easy as getting varicose veins. Just send your completed coupons to:

Good Golly Quiz Folly: Two Jules for Sister Sarah, N64 Magazine
30 Monmouth Street, Bath, BA1 2BW

RULES
1. The closing date for the compo is 16th July.
2. Employees of Future Publishing cannot – nope – enter.
3. The winning entry will be pulled from Jes's favourite hat.
4. £50 – *iiiiiin* sterling – is the prize.
5. Wait'll they getta load of me.

Last month's winner was:

Simon Asquith, Canterbury

The N64 Quiz

My answers are as follows:

1. ____________ **6.** ____________
2. ____________ **7.** ____________
3. ____________ **8.** ____________
4. ____________ **9.** ____________
5. ____________ **10.** ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________
____
____________ *Postcode* ____________ N64/30

NEW GOODS

As part of our luscious new Newsdesk section, we'll be reviewing all the best bits and bobs we get sent to the office – and then giving you a chance to win the cream of the crop.

This month we've got a bit of a bumper crop thanks to Jes' journey to the Toys Heaven that is Los Angeles. Including some rather tasty *Mario Kart* shell-shooters. Onwards...

MOTORISED MARIO KARTS

Toys R Us • $6 (approx £4) • order from www.toysrus.com

MARIO KART 64
VIDEOGAME
MARIO
YOSHI
MOTORIZED KART WITH BANANA BOMB ACTION

As if proof were needed that the Americans get all the best stuff, these motorised Mario Karts provided hours of across-the-desk fun. Coming in Mario, Yoshi and Bowser form, all the karts have shells or in Yoshi's case bananas which, when the kart is set off (by dragging it back in traditional fashion), shoot out at a fair old pace. Mario's probably just about the best at this, as his shell is slightly raised, meaning you can get people in the eyes if you manage to get Mazza up to speed, but they're all top toys. See below if you want to have a go at winning them.

92%

FOOTBALL BINOCULARS

Midway • $Free from E3

If there ever comes a time – perhaps when someone holds a gun to your head – when you are forced to *watch* an American Football match, chances are you wouldn't want to be without these fantastic mini binoculars. Watch in awe as the football itself splits in two and allows you to see... er, not all that much better, actually. But still. Turn them round so that you're looking through the big bits, and the 'noculars make you look like a chameleon. Ahem. Yes, anyway.

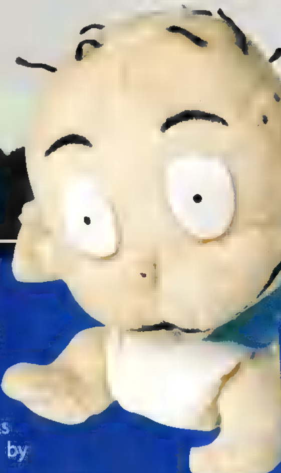
74%

POKÉBALL

Toys R Us • $10 (approx £6) • order from www.toysrus.com

This little beauty was instantly 'borrowed' by Wil, and with good reason. With ten different Pokémon available to 'catch', the Pokéball is basically a real life extension of the Pokémon games. This is how it works, then: by flipping back the plastic screen, you can dangle the ball from a length of elastic and snatch up the various creatures (whereby the screen flips back into place and contains the pokémon). This particular one – chosen by Jes in LA's Toys R Us – features Pikachu, and came complete with a tasty office challenge: could you catch Piks whole, without any of his bits getting caught in the screen? Hard with a tail like that, we can tell you. If you fancy getting in on some Pokéball action, just get on the Internet.

90%



RUGRATS DOLLS

T•HQ • $Free from E3

Truth is, although we *did* get this Tommy doll free from E3, you can buy Rugrats cuddly toys in most toy shops now – even over here. Besides not actually *doing* anything particularly special they're top quality and have realistic hair and hard plastic eyes.

And for destructive personalities, the head isn't particularly well attached to the body. So that's nice.

81%

READY 2 RUMBLE LIGHTSHAPE

Midway • $Free from E3

A useless bit of tat and no mistake. To accompany Midway's forthcoming *Ready 2 Rumble*, the Light-shape is a glow-in-the-dark sticker. Shame the glow dies after a couple of minutes.

65%

READY 2 RUMBLE

POKÉMON TRADING CARD GAME

Toys R Us • $10 (approx. £6) • order from www.toysrus.com

A bit like Top Trumps, the Pokémon Trading Card Game is a superb addition to the ever expanding Pokémon universe. Things can actually get pretty complicated, so this starter set is ideal to get you used to the rigours of counters, health points and energy spheres. The basic idea is the same but the approach is slightly different, with each player having a set number of cards and trying their darnedest to out-collect their opponent. The best bit, though, is the additional card sets on sale with even more monsters. So, once you've got a bit of extra cash, you can build up your collection of Pokémon and get trading. A vital purchase, this.

93%

WIN!

YOUR OWN MARIO KART CHARACTERS

Yup, from now on, every month we're going to give you the chance to win one of the best pieces of new goodage we review. This month? Those fabulous *Mario Kart* toys. To stand a chance of winning, all you have to do is answer this?

What is Bowser's name in Japan?

Just send your answer in, on a postcard, to us here at:
Bows Your Father
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW
to arrive here no later than 16th July 1999.

The winner will be the first out of Martin's body bag.

GO! GO!

HOWARD'S AWAY

Nintendo of America's Chairman, Howard Lincoln, has announced he will be standing down from his position in February 2000. He will, however, remain on the board of Nintendo and the Ninty-owned Rare. Most surprisingly the vacant post won't be filled, but kind of papered over with a mixture of key Nintendo of America big cheeses like President Minoru Arakawa and head salesman Peter Main. Next year, the loony-eyed Japanese Chairman Hiroshi Yamauchi is also standing down, so expect some major changes at Nintendo in the next year or so.

RENTISH TOWN

Blockbuster stores have come up with a nifty idea to save N64 gamers a pretty penny or two. Basically, by selecting an N64 game of your choice to rent, you can come back the next week and buy the same game at a discount price, while at the same time getting your original rental fee back. Perfect for games like *GoldenEye* and *Zelda* which, with all the will in the world, you're not going to complete in a couple of days. So, if you want to know where your local Blockbuster is, just give them a call on 01895 258866. Not a bad idea, that, is it?

FANZINE FARM

What's that? Oh, fanzines, you say? Bring 'em on...

ngt #3

£1.50

Mario Party

Another Mario Game!

Multiplayer VS Multiplayer

VS

NGT

There's nothing more pleasant than a colour fanzine, and the third issue of NGT comes splashed with more red and blue than Jed's face after a Saturday night out on the town.

But, to be fair, it's not a bad read, either. With an interesting little feature titled 'What's Dat Den?' giving an insight into the lesser known names in the N64 universe (including beauties like *Beetle Adventure Racing* and, erm, *Mike Piazza's Strikezone*) and a *GoldenEye* and *Turok 2* comparison (where *Turok 2* receives quite a harsh shoeing; something that old Phil wasn't too happy about, we can tell you), there was certainly plenty to nuzzle into. Rounded off with a pleasant variety of reviews and a general all-round happiness and you've got a consistently good fanzine. Which we'd heartily recommend here at The Farm.

- **Interested in getting hold of a copy? Well, it's £1.50 from Chris Butterworth, NGT, 15 Spinneyfields, Wildwood, Stafford, ST17 4RR.**

Got a fanzine? We want to see it! Send your choicest produce to:
Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

RETROWORLD

with Jason Moore

A trip back to the days when Penny Racers were all the rage...

SALAMANDER

Konami 1986/3Mbits

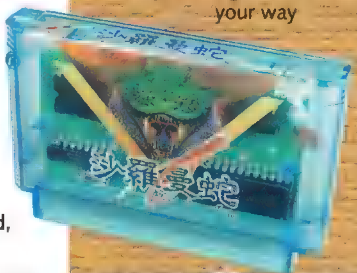
Do you remember *R-Type*? It was a favourite of the gaming press for 13 years or so and if the name is familiar, you'll probably also recall Konami's even older *Gradius* series (the first game to introduce the concept of picking up more power-ups to upgrade your ship) known to us in the UK as *Nemesis*. *Salamander* was the sequel to *Nemesis*.

Like *R-Type*, *Salamander* had a steady difficulty curve; an easy wave of aliens at the start allowed you to gain power-ups which appeared in a horizontal list on the screen and could be cashed in at any time. Many of the weapons, such as the missiles, could be selected more than once which allowed for some really powerful hits.

The well thought out levels gave you interactive scenery to dodge or shoot your way through and early ones took on an organic look, with strange bacteria growing at the edges of the screen intent on blocking your path.

Salamander also had a two-player option which not only provided vital power back-up but also meant friends could challenge each other's high scores; we're fairly sure they just ended up fighting over who got the power-ups, though.

87%



GRADIUS 2

Konami 1988/3Mbits

Gradius 2 was the sequel to *Salamander* and, fortunately, Konami didn't lose any of the original's brilliant gameplay. In fact, it appears that they threw all the resources available to them at what could arguably be seen as an *R-Type* beater.

The game differed from its predecessor in that *Gradius 2* allowed you to lay out your weapons menu according to your gaming strategy; depending on whether you considered missiles to be more important than smart bombs for instance.

After the early waves of aliens were beaten it soon became clear that there was more to this game than first met the eye. There was a section where you could scroll up or down, as well as across and this made room for some devastating boss creatures and obstacles: huge planets spewing screens full of fire or alien motherships showering you with legions of smaller ships.

Add to this a two-player mode for some friend-testing fun and arcade perfect sound and you've got by far the best shoot-'em-up to ever appear on the Famicom.

92%

ROCKMAN

Capcom

Capcom may be most famous for *Street Fighter* and *Resident Evil* now but they were once far more diverse, releasing all sorts of games. *Rockman* was a cross between a platformer and a shoot-'em-up and probably far better known to everyone as *Mega Man*.

At the start you had to select which level you wanted and then you were given a score total to try and match. But *Rockman* was tough, if not close to impossible. As each enemy came onto the screen it had to be shot immediately; if you missed, they'd simply swoop down and attack, bringing plenty more enemies with them.

In addition to this there were various types of gun turrets and hidden missile installations firing down at you, usually in positions which made them impossible to shoot.

Graphics and sound were perfectly acceptable but such frustrating gameplay made this short-lived fun. Incredibly, *Rockman* spawned three sequels, but if you were looking for the definitive Capcom platformer you'd be better off checking out *Bionic Commandos* instead.

46%

Jason Moore's Retrogames shop is now open at:
47 Church Road, Hendon, London, NW4 4EB Tel: 0181 203 8868

TRY IT. YOU MIGHT NOT LIKE IT

NINTENDO64
PAL
STAR WARS
EPISODE I
RACER

NINTENDO64
QUAKE II
ACTIVISION
id

TRY B4 YOU BUY

Before splashing out on a game, you should find out whether it's worth the cash. And that's why you'll be overjoyed to find Blockbuster's Try Before You Buy offer. It works like this. First, pick your way through all the other great offers you'll find in-store at Blockbuster. Then, rent one of our selected N64 games, take it home, try it out. If you decide to take the plunge, buy the same game at Blockbuster within a month, and we'll refund the price of the rental.

BLOCKBUSTER™

make it a blockbuster night

☆☆☆☆☆

Money back offer applies to selected titles only. Subject to availability.
See in store for details. Your statutory rights are not affected.

www.blockbuster.co.uk

PLANET 64 COMING SOON

Updating you on the N64 games of the future

INCLUDING ▶ COMMAND & CONQUER p25 REVOLT p26 F1 WORLD GP II p28 ARMORINES p29

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Resident Evil 2

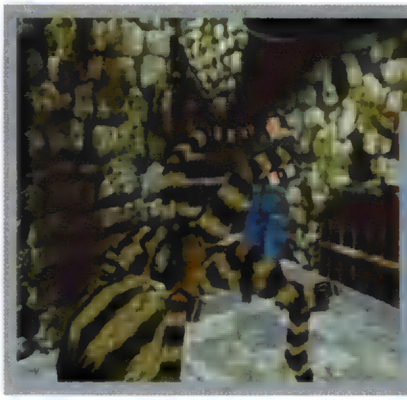
Capcom's zombie fest finally arrives on the N64. Gulp.

Resident Evil on the N64, eh? That's one of the best bits of news we've had all year. And, having played a pretty advanced version of the game at E3, we can tell you that it's shaping up to be the definitive *Resi anywhere*.

Of course, our N64 scarefest is actually a conversion of *Resident Evil 2* with a bucket of shiny extras thrown in. Such as the randomiser, which scatters objects in different places; hidden details about the whole of the *Resident Evil* saga to fill you in on the plot of the series; and hidden costumes and characters. But most impressive is how Capcom, by using a *Zelda*-beating 512Mbit cart (that's twice the size of Shigsy's masterpiece!), have managed to squeeze all the FMV into the game and, obviously, do away with loading times, which were especially tedious on the PSX and PC when you opened a door and were treated to a s-l-o-o-o-w animation of said entrance opening.

Graphically, the game is beautiful, running in hi-res thanks to the expansion pak. True analogue control is a bonus, too, allowing you to run without fiddly button-pressing, even though the same irksome, rotational system remains. Capcom certainly seem to be doing their best to deliver a first-class conversion, and the projected November release date can't come soon enough.

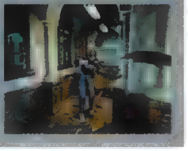
△ Mr Leon Kennedy. In charge of a very large shotgun indeed.



◁ Aargh! A huge spider attacks! Maximum creepfest action.

▽ Zombies everywhere. Yaiks!

△ Hmm. What would YOU do here?



Inside a police station. ▷ And unguarded.

Q & A

512Mbit, then, eh?
Huge, isn't it? Capcom need a cart that big to fit all the movie sequences and pre-rendered backgrounds in.

Won't it cost a lot of money, though?
Theoretically, yes, although Nintendo have hinted that they won't go above the £50 price point. Which is just as well, as the days of £60 and above games are long gone.

And how many characters are there in the game?
Two – Leon Kennedy and Claire Redfield. Each takes a slightly different route through the game, with different objects, equipment, and puzzles.

Anything else?
There are also two secret characters – 4th Survivor (a huge, trench-coated character) and, um, Tofu, who is a block of tofu.

INFO BURST

RESIDENT EVIL 2	
FROM:	Capcom
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
November everywhere

ANTICIPATION RATING
● ● ● ●

Hybrid Heaven

Konami's killer game looks better than ever.

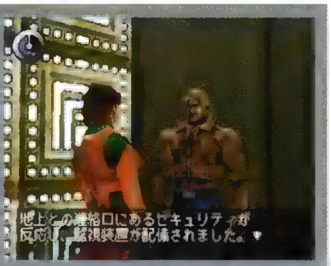
Konami's gritty science fiction action/adventure/RPG is coming along in leaps and bounds. It's now expansion pak compatible, meaning that the game can run in high resolution, which is very nice indeed.

Elsewhere, we've uncovered more snippets of the game's twisty-turny brain-mangling plot via some previously unseen cut scenes – including Diaz/Slader's girlfriend waiting beneath a huge Christmas tree for her body-swapping beau, and more explanations of the mysterious plot to kidnap the President of the USA. We also managed to secure an interview with Yasuo Daikai, the game's Team Director, which you can read on page 126.

Hybrid Heaven is due for release in September. Rest assured, we'll be there first with the review.

△ Huge monsters. Never nice.

Hybrid Heaven's unique combat system. ▽


地上との連絡口にあるセキュリティが
反応し、監視装置が配備されました。

△ We can't wait for the English translation.

INFO BURST

HYBRID HEAVEN	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

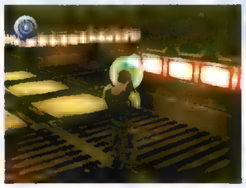
September everywhere

ANTICIPATION RATING

● ● ● ●

Q and A

How's the game's camera shaping up? It was a bit iffy before, wasn't it?
It was, yes, but Konami appear to have been working hard on sorting it out. It's now actually a bit better to navigate in enclosed spaces, and a quick tap of Top-C centres the camera behind you, Zelda-style.



Any chance of Konami doing *Metal Gear Solid* for the N64?
Nope, sorry. They've just announced that it won't happen. Although Castlevania 2 *(or* Special Edition*, as it's going to be called) will be out later on in the year. It wasn't at E3, though, unfortunately.*

Mario Golf

Multiplayer golfing madness for Mario and friends.

Nintendo have got a fantastic slogan for this in Japan: "For all players hoping to touch the true entertainment." It doesn't get much better than that, and by the time you read this, players in Japan will already be experiencing the True Entertainment of *Mario Golf*.

A quick playtest of the pre-release version confirmed the game's huge potential as a feast of multiplayer Mario fun. Four players can compete to hack their way around a course as quickly as possible, in one of several battle modes. It isn't exactly *Mario Kart*, but it's certainly an unusual kind of competition.

Mario Golf is incredibly simple to play, at least compared to horrible PC golf sims. Pretty much anyone can complete one of the six courses with a reasonable score, but the realistic physics used to model the game environment means that there are plenty of opportunities for clever players to put spin and swerve on the ball, and score the occasional hole in one. The better your score, the more secret characters you can unlock, from Baby Mario to the fat evil Wario. Princess Toadstool is our favourite so far, thanks to her pleasingly revealing golf attire. Review next month.

Mario's back! And playing golf. ▷

Luigi gives us the thumbs up. Attaboy. ▷

▽ Wil's favourite dinosaur prepares to tee off.

INFO BURST

MARIO GOLF	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
July	Oct	Now

ANTICIPATION RATING

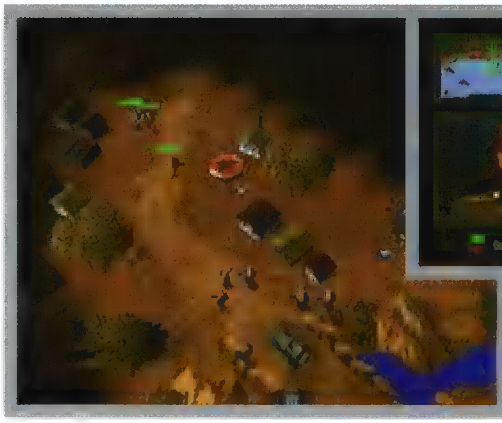
● ● ● ●

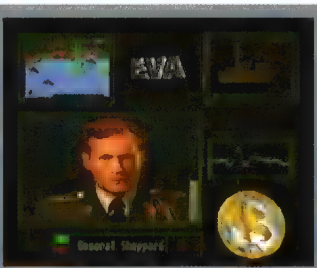
So who's behind it, then?
A developer called Camelot, also responsible for the cutesy hack-'em-up Hot Shots Golf *on the PlayStation, one of the few half decent golf games ever made.*

Any unique features?
Loads of them! Apart from the multiplayer battle-race mode, there's something called 'ring shot' which, unfortunately wasn't playable in the version we got our hands on.

Reviewed next month?
Hopefully, assuming our agent in Japan can elbow his way to the front of the queue to grab a copy of the game. Import copies might be hard to come by.

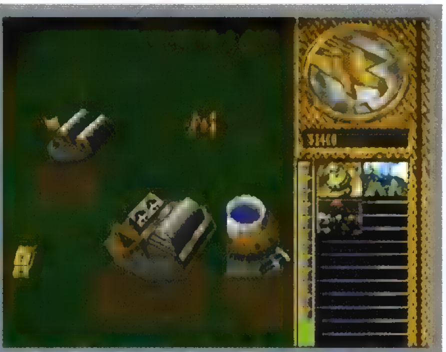
GO! GO!





The video sections made it in okay.

Attacking a small village. Most unsporting.



You'll have to construct various buildings before you can thrash the enemy.

Command & Conquer

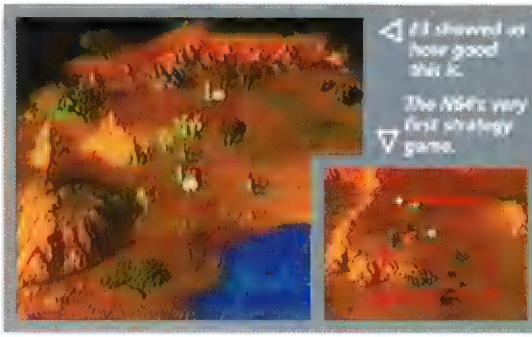
PC strategy classic finally makes it to the N64...

If you've got a PC, or if you know anyone who has, then you'll almost certainly have heard of the legendary *Command & Conquer*. It's one of the best selling and most highly regarded PC games ever made, and at long last it's on its way to the N64.

In fact, the version we'll be getting contains a number of rather nice enhancements, particularly in the visual department. The original game used 2D sprites and landscapes, but the N64 version has a smooth and fast 3D environment, which looks far better. It also supports the expansion pak for improved resolution.

At heart, of course, it's still the same game. The object is to conquer the enemy forces by commanding your own troops – hence the clever name. You start each level with a relatively small army of soldiers and vehicles, so you have to increase your strength before you can mount an assault on the bad guys (or good guys, depending on which side you chose). Mining the mineral Tiberium provides you with the cash to build new units and develop new technologies, but all the time you're sitting tight, the enemy could be about to mount an attack – you never know because of the impenetrable 'fog of war' that shrouds the edges of the battlefield, limiting your vision.

It's great stuff, and the design team have thought carefully about how to make the best use of the N64 controller – the C-buttons can be assigned to different units, and Z brings up an instant menu. Consequently we'll be seeing perhaps the best C&C to date. At the moment it's only a one-player game, but there's a chance that a two-player mode may make it into the final version.



EA showed us how good this is.

The N64's very first strategy game.

MOBILE CONSTRUCTION

The fog of war surrounds you. Like fog.

Looks like some sort of cut scene. And very nice it is, too.

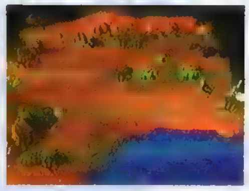
Q and A

How many levels?
50 in all, including all of the original PC ones.

Are there any new units to use?
No, you just get the PC ones modelled in snazzy 3D.

Any new teams?
The story is the same as the original game, so it's a big 'hello again' to the Global Defence Initiative and the Brotherhood of Nod.

Is there any point in buying this if I've already played the PC version?
Well, the differences are largely cosmetic. There's a handful of exclusive N64 levels to play around with, but basically it's identical.



So who exactly is this aimed at?
The millions of N64 owners who haven't already experienced the PC version and its sequels and add-ons. There are at least five in the N64 office, and who knows how many elsewhere. PC owners can make do with Tiberian Sun, *if it ever sees the light of day.*

INFO BURST

COMMAND & CONQUER	
FROM:	Nintendo
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
June	Autumn	TBA

ANTICIPATION RATING
● ● ● ● ○

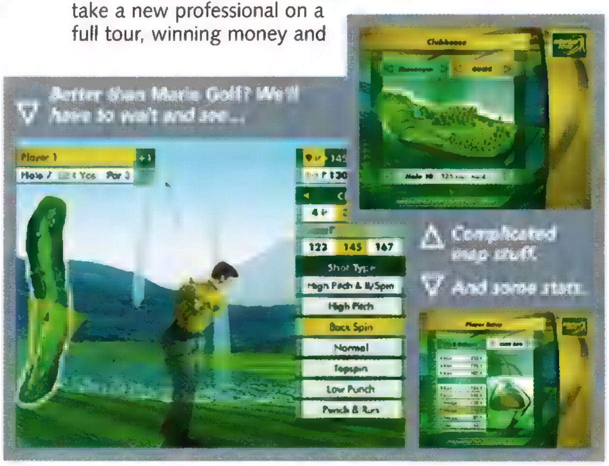
EPGA Golf

Actua Golf *with a different name, it's time to tee off...*

Actually, this is going to be the N64's third serious golf game. The first two, *Glory of St. Andrews* and *Waialae Country Club* were utterly abysmal, so we can safely say that *EPGA Golf* will shoot to the top of the N64 golfing chart.

The game is an update of the old *Actua Golf* series, using a brand new engine and all the current European PGA players. The likes of Faldo, Montogomerie, Westwood and Els are all present and correct, although Tiger Woods is sadly just too famous to make an appearance. There are even several past greats such as Tony Jacklin included, to add a little spice to the proceedings.

There are six courses to admire, all modelled authentically in 3D. Ireland's K-Club, the venue for the 2005 Ryder Cup (!) is among them, which is, you know, nice. You can play them individually, or you can opt to take a new professional on a full tour, winning money and getting invited to big money tournaments and stuff. Sounds like top entertainment for golfies.


▽ Better than Mario Golf? We'll have to wait and see...

△ Complicated map stuff.

▽ And some stats.

INFO BURST

ACTUA GOLF

FROM:	Gremlin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

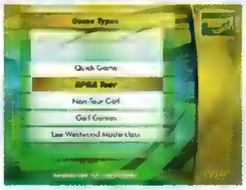
US	UK	Japan
Sept	Sept	TBA

ANTICIPATION RATING

● ● ● ○ ○

Q and A

Does it play like other golf games?
Naturally. Press a button to start the swing meter, press again to set the power, and again to set the direction.



Any extras?
There's a driving range, which sounds pretty cool. You don't have to worry about getting the ball in the hole – just whack it as far as you can. There's also Island Golf and the PGA Challenge Tour.

But will it be better than *Mario Golf*?
It probably won't be as much fun, but then it's a whole different ball game. Serious golf – you either love it or loathe it.

Starcraft

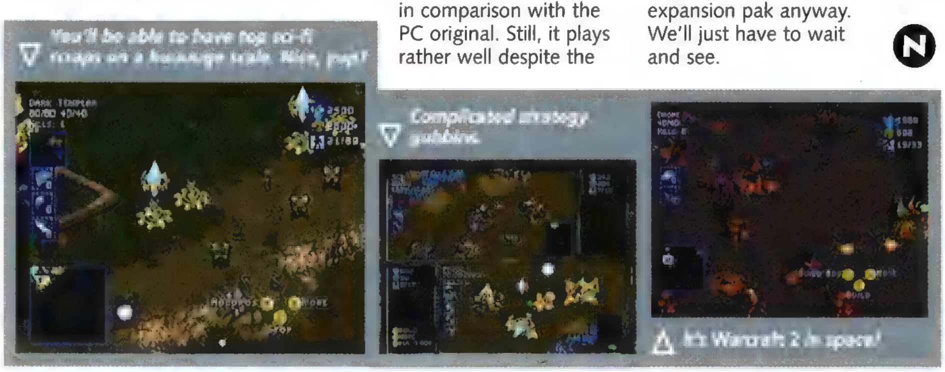
Another PC conversion – but it's great!

StarCraft is a kind of *Command & Conquer* in space. You get a choice of three species – standard Terrans, psychic Protoss, or evil Zerg – and you have to batter your way through more than 50 missions, each of which is slightly different depending on which race you play as.

Control works in almost exactly the same way as *C&C*, with units assigned to the C-buttons and the analogue used as a virtual mouse. *StarCraft* isn't as visually accomplished though, since its plain 2D graphics suffer in comparison with the PC original. Still, it plays rather well despite the dodgy graphics, and the addition of a co-operative mode is great news.

Hopefully the programmers will be able to tidy up the graphics before the game's release in September, although sprites and bitmaps wouldn't benefit from the use of the expansion pak anyway. We'll just have to wait and see.

Main Menu
Single-Player
Two-Player
Options
Encyclopedia
Zerg
△ The Zergs. Horrible Alien-style things.


▽ You'll be able to have top sci-fi maps on a huuuuge scale. Nice, yep!

▽ Complicated strategy gubbins.

△ It's Warcraft 2 in space!

INFO BURST

STARCRAFT

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

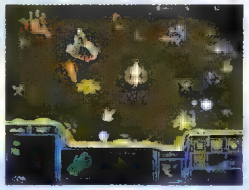
US	UK	Japan
Sept	Nov	TBA

ANTICIPATION RATING

● ● ● ● ○

How's it different to C&C?
Erm... Well... That's a tough one. Can we get back to you?

Are there any N64 exclusive missions?
The two-player mode features specially designed levels, and the graphics have been redesigned throughout. The 50+ main missions are from the PC original and its expansion set.



What's the expansion pak used for, then?
Intriguingly, it's used to boost the power of the N64 to allow two players to play the normal missions in a co-operative mode.

Different to C&C?
It's set in space. That's it.

GO! GO!

Q and A

Wow – a track editor. That's really good news.
Yes, it is. Imagine it – you'll be able to create a track full of all your favourite bits, save it to a memory pak, take it around a friends' house and then they could play on it. The possibilities are tremendous.

And what are the regular tracks like?
They're all absolutely packed with detail. There are plenty of objects lying around which can be knocked over and moved, which means that you'll have lots of obstructions to contend with on later laps, and that you can, of course, obstruct your opponents.

And the handling of the cars?
Coming along very nicely indeed – they actually feel like radio controlled cars, with just the right amount of powerslide and lightweight cornering.

So what's the idea behind *Earthworm Jim 3*, then?
Weeeeell, Jim, obviously, has been struck on the head by a cow, and, whilst comatose, is stuck in his own brain. In order to maintain his sanity, he has to venture to the different parts of his mind – fear, physical, fantasy, that kind of thing – and clear out the deranged beasts that he finds there.

Sounds just a little odd.
Oddness is one thing you can guarantee from an Earthworm Jim game. It seems as if Vis are trying to outdo Jim's original creator – Dave Perry – in terms of weirdness. And from what we've seen so far it looks like they're succeeding.

ReVolt

ReVolt-*ing* racers from Acclaim.

Acclaim's game of teeny remote-controlled cars was present and correct in most impressive form at E3. Running inside Acclaim's top-secret enclosure (next to *Armorines*, fact fans), the main things it had to show for itself were some well-balanced handling and smashing, detail-rich, twisty-turny courses, set inside toy shops, houses and gardens. A bit like *Micro Machines*, then, but far, far better.

The best news, though, is that the game will come with a complete track editor, allowing you to create your own courses exactly as you like them. It's a brilliant innovation and something that no-one has managed before on the N64. Couple this with the four-player mode and the future looks very bright indeed for this game of little automobiles.

The handling is pretty darn spot-on. Which is good.

INFO BURST

REVOLT

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
Autumn everywhere

ANTICIPATION RATING
● ● ● ● ○

The computer cars are [illegible]

The tracks are absolutely packed with detail.

Earthworm Jim 3D

The worm has (re)turned...

Well, we haven't seen this in quite a while. The power-suited annelid has recently found a new home at publishers Rockstar, who are currently working on *Monster Truck Madness* and the as-yet unseen *GTA 64*.

Jim's latest adventure is actually looking pretty darn sweet since we last saw him, some time ago. Developers Vis are plainly taking their time in order to get the game as good as it can be – and we were pleasantly surprised. The graphics are pleasingly chunky and detailed, animation is superb, and there's plenty of top 3D platforming action, involving all of Jim's signature moves (his raygun now fires like an RC-P90, which is great). Plus, of course, there's a sackful of the surreal humour we've come to expect from Jim and his games.

INFO BURST

EARTHWORM JIM 3

FROM:	Rockstar/Vis
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
Winter everywhere

ANTICIPATION RATING
● ● ● ○ ○

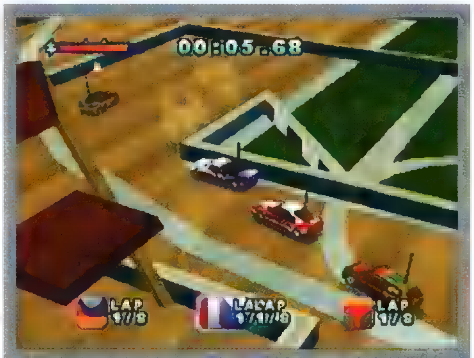
Jim's back! Hurrah!

That's a fantastic gun, no?

[illegible]

Mini Racers

It's not quite what we expected...



It has to be said, there's not much in the way of handling. How very disappointing.

Ahem. After all the months of rumour and chinese whispers, *Mini Racers* finally made an appearance at E3. And, we're afraid to say, it wasn't the *Gran Turismo* beater many were expecting. It wasn't even a *Penny Racers* beater.

Well, maybe that's a bit harsh. It seems that those people who were predicting an update of the NES *RC Pro Am* were half-right, as *Mini Racers* features small radio-controlled cars haring it around simple tracks. Could be fun, yes? Well, it was a bit of a disappointment, actually. Most of the time, the camera was stuck in one fixed position, making driving incredibly tricky due to the isometric view. Even when the camera was free-roaming, it was far too close to be of much use. And it wasn't exactly the fastest game we've seen either. Hopefully time will prove us wrong.

Doesn't look too great, does it? It's like Micro Machines. But not as good.

Q and A

So, it wasn't that good, then?
Well, it's too early to tell, really. But it did seem that the only thing Mini Racers *required of you was the ability to drive round and round in endless circles. There's precious little skill involved apart from avoiding the walls.*

So was there actually anything good about it?
The four-player mode was entertaining – and there's a tag-team option, too, which was quite good. But, and we hope we're not making a Snowboard Kids*-style preview blunder here, there just wasn't much apparent that made the game look great.*

Suppose we'll just have to wait and see, then, will we?
It looks that way. We're keeping our fingers crossed.

INFO BURST

MINI RACERS

FROM:	Nintendo
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

Autumn everywhere

ANTICIPATION RATING

● ● ☐ ☐ ☐

UFN
UNOFFICIAL FOOTBALL NETWORK

MORE BALLS THAN MOST

UFN's goal is to give you the most passionate, knowledgeable, timely and quirky football coverage on the planet. And because it's published by fans for fans, it's uniquely placed to bring you the most informed comment on Premiership football on the Internet. So whether you want to know about the latest transfer talks, kit design or player bookings, UFN is the only site you need.

Hit the net today at

www.ufn.co.uk

Q and A

Didn't Nintendo have a 'fiddle' with *Winback*?
Yes. They liked the look of it, so they stepped in to give it the benefit of their expertise. It's paid off, too: they've managed to squeeze in a four-player deathmatch, rather than the previous two-player affair, and they've also tweaked the controls to make it as smooth and responsive as possible.

So it's good, then?
Absolutely. Despite looking a bit primitive, graphically, there's a wealth of ideas in the game that point towards it being the N64's Metal Gear Solid. *With more action and bigger guns, naturally. One to watch.*

Winback

Could Koei's stealth-'em-up be as good as Perfect Dark?

It's always nice to be surprised, unless it's by a tropical disease. And Koei's *Winback* proved to be one of the nicest surprises at E3. It may *look* like a typical third-party game (some fogging, a little drab) but the N64's latest stealth-'em-up is going to be a hale and hearty companion piece to Rare's *GoldenEye*/*Perfect Dark* twosome.

The first thing you'll notice about the game is the sheer number of moves available – Jean-Luc Cougar can roll, jump and, best of all, hide round a corner with his back to the wall, then spin out into the open whilst plugging a bad guy between the eyes. Helped by laser-sight, natch. The camera needs a little bit of work but we're looking forward to this with relish.

INFO BURST

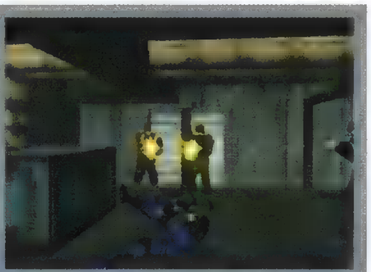
WINBACK

FROM:	Koei
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

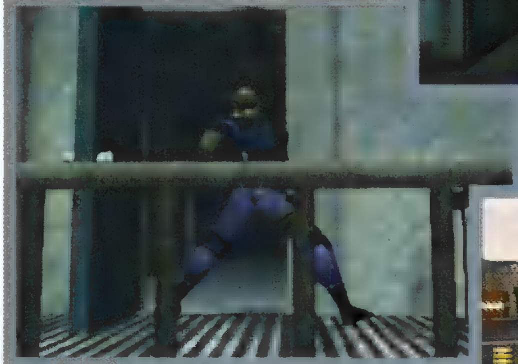
WHEN'S IT OUT?

US	UK	Japan
Aug	Autumn	Aug

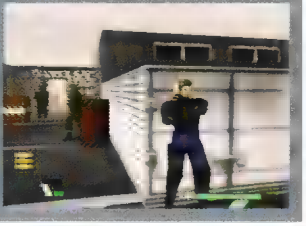
ANTICIPATION RATING
●●●●○



Roll, Jean-Luc, roll!

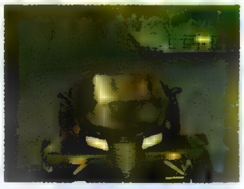


Winback just keeps on getting better and better every time we see it.



It's like Metal Gear Solid, but in true 3D.

Automobili Lamborghini wasn't very good, was it?
Nope. It looked nice, though, and even though Titus are re-using that game's engine for Roadsters, *it seems that they're packing in as much as they can and, more importantly, putting right everything that was wrong with* Lamborghini.



And you can bet in *Roadsters*?
Yes. Usually, you'll be betting on yourself, but you can, if you so desire, actually bet on other racers in the hope that they'll win. You'll have to throw the race, mind, but that's skulduggery for you.

Too right.
Uh-huh.

Roadsters

Titus in good game shocker?

Having learnt their lesson with the lacklustre – and ridiculously named – *Automobili Lamborghini*, French publishers Titus are putting their all into *Roadsters*.

With 30 cars, eight drivers, 10 tracks and changing weather, they're certainly making a concerted effort to go head-to-head with *World Driver*.

A four-player championship, engine tuning and the ability to bet on yourself (and other cars, if you want to be sly) to raise cash, are all features that won't harm the games chances either.

The handling, at the moment, is wildly over-sensitive, but Titus promise that they're sorting it out. Which is nice, as this could be very good indeed.

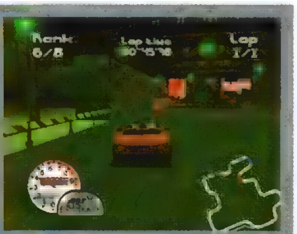
INFO BURST

ROADSTERS

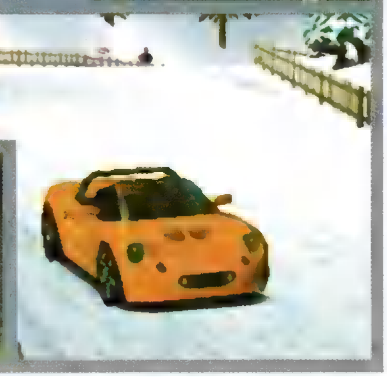
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
Autumn everywhere

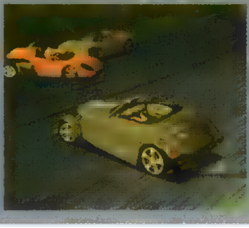
ANTICIPATION RATING
●●●○○



Roadsters, like Lamborghini, certainly looks good. Let's just hope it plays as well as it looks.



The [illegible] slippy slidey [illegible].



Wahey! Some nice slide swerving action! Just check out those skid marks!

Road Rash 64

Proving that motorcycles are, indeed, dangerous.

An elbow in the eye. That's *not* very nice at all.

Whoa! Wheelie up time!

Road Rash is fast and furious *if a bit* simple-looking.

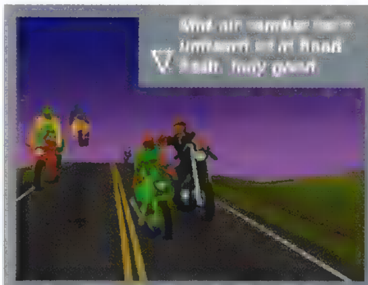
T•HQ are currently in the process of churning out the finest version of *Road Rash* yet. Known best for appearances on the Mega Drive, 3DO and the PlayStation, this game of motorcycles and violence benefits immensely from true analogue control – the 'feel' of the bikes is pleasingly well-developed, and the game is currently running at cheek-flapping speeds.

The aim of the game, of course, is to hurt the opposition by pulling alongside them and smacking them down with various implements – tyre irons, chains, clubs and even punches and kicks. It's not easy, though, as there's oncoming traffic to contend with and tenacious police cars hunting you down. It's even possible to swerve off-road, even if the lumpy terrain increases the risk of a crash tenfold, and pulling wheelies is actively encouraged, and eminently possible.

All of which ensures that *Road Rash* is going to be (hopefully) a lot of fun to play. It's a simple concept, but one that's maximised for top fun – even if it is rather first-generation, graphically. It's all a bit plain and primary coloured, with next to no trackside detail (apart from the odd tree) and a fair amount of – yes – fogging. We thought that was a problem long gone. Still, it's not out until September, so fingers crossed, eh?

A dramatic view here. Could be a bit [illegible]

A quick smack from the tyre-iron should see him off.



[illegible] in Road Rash. Very good.

A bit of four-player deathmatch action.

More on-road [illegible]

[illegible] nice [illegible] at the back.

Is there a rear-view option in the game? The camera system isn't quite sorted out yet, but let's hope so, eh?

Q and A

So *Road Rash* looks a little plain, does it?
Yes, it does. But from the version that we played, it seems that T•HQ have put more effort into how the game plays. And that's fine by us.

And it's fast?
Absolutely. There's no other game that we can think of that lets you try to knock an opponent's motorbike off the road, at almost 100 miles an hour, while a civilian car hurtles towards you. All good, clean fun.

So T•HQ are finally moving out of the wrestling/Game Boy/Rugrats arena?
Well, they did show a new Rugrats game – Scavenger Hunt, a board game in the Mario Party vein – but they also had a fishing game and the impressive-looking Nuclear Strike 64. They've also obtained the rights to World League Soccer '99, seeing as Eidos are no longer 'doing' N64 games.

That's good, isn't it?
Yes – and it should be out in September too. Which is something else to look forward to.

INFO BURST

ROAD RASH 64	
FROM:	T•HQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

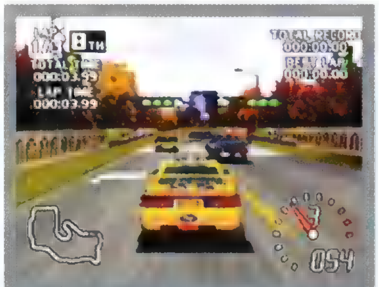
September everywhere

ANTICIPATION RATING

●●●○○

World Driver Championship

The racing game we're all waiting for.



△ We've played it, and from what we've seen, it's going to be great. Please let it be great.

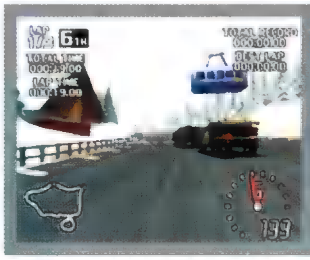
Let's go over this just one more time; the N64 is criminally short of truly great racing games. We've had some good efforts, such as *Top Gear Rally* and *V-Rally* (despite the awful pop-up), but for the most part, it's the PlayStation that's had the lion's share of four-wheeled fun and frolics.

But, hopefully, not for much longer. From what we've seen, *World Driver Championship* could well be the game that earns the coveted – and much bandied-about – moniker of the N64's *Gran Turismo*.

This claim is reflected everywhere in the game – but most apparently in the handling. Seeing as the game features touring cars – much like *TOCA* and its sequel on the PC and PlayStation – the handling is a delicate thing. Oversteer and you'll go into a catastrophic spin.

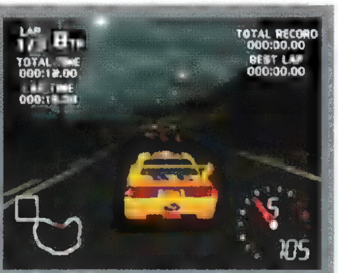
Like *Top Gear Rally* before it, *World Driver* is a game that rewards practice tenfold. And, putting emphasis on your career through the championship circuit, it's a game that gets much, much faster the further you get through it.

Elsewhere, there are 30 cars to uncover, 10 different tracks that feature three distinctly disparate routes through each of them, a two-player mode and a letterboxed hi-res mode that *doesn't* require the expansion pak. Oh, and it all looks rather lovely, too. We'll be bringing you all the information that we can over the next couple of months, because *World Driver Championship* could be the racing game we're all waiting for. Here's hoping.

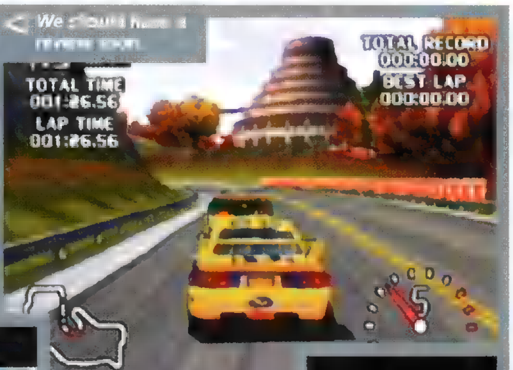


◁ [illegible] world action

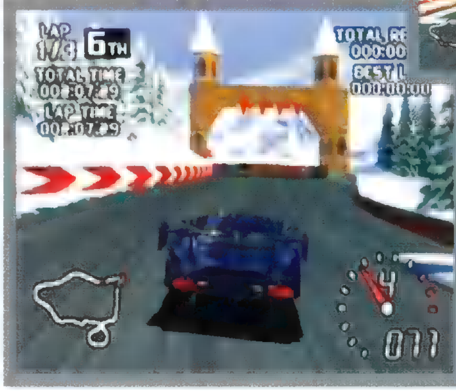
▽ [illegible]



△ [illegible] will [illegible] a [illegible]

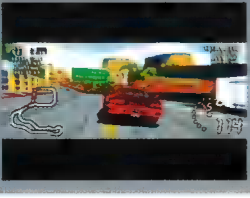


◁ We should have a review soon.



◁ It's about time we had an ace racer.

▽ No expansion needed. Good eh!



△ There's no pop-up or fogging at all.

We simply can't wait for the chance to play it. ▷

Q and A

Do you think we've finally got a great racing game, then?
Yes. It's got the same emphasis on pinpoint handling that Top Gear Rally had (it's being developed by Boss Studios, who developed that), plus everything else you could ask for: great track design, well-balanced game progression, vicious CPU opponents, loads of cars…

Were there any other racing games at E3 for the N64?
Plenty, actually. Kemco have Top Gear Hyperbike, which was promising but needs a lot of work, and Top Gear Rally 2, which was also very early, but comes with a track editor. Ridge Racer was also at the show, but only on video, unfortunately, so we can't tell you much about it. Looks nice, though.

But *World Driver Championship* looked the best?
Yes. Ridge Racer, though, with all the fuss going on about Type 4 on the PlayStation, is probably the game most people wanted to see (it's going to have all-new cars and tracks, and a four-player mode), but World Driver is out in a couple of months and looks superb.

INFO BURST

WORLD DRIVER CHAMPIONSHIP

FROM:	GT
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

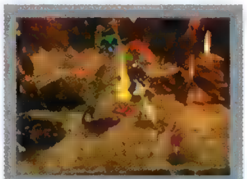
🇺🇸	🇬🇧	🇯🇵
June	August	TBA

ANTICIPATION RATING
●●●●●

Gauntlet Legends

Arcade classic sees N64 conversion.

Atari's coin-op conversion, *Gauntlet Legends*, is coming along surprisingly well, with the hi-res backgrounds and masses of enemies from the arcade version looking impressive on the N64.



Many of [illegible] hack-and-slash [illegible]

Gauntlet [illegible] is [illegible] along [illegible]

The game uses the expansion pak to increase the screen resolution and allow more graphical detail, but even without it, it's smooth and playable.

A 3D update of the original *Gauntlet* – which went down a storm in arcades and on home systems during the mid to late 1980s – the aim is to fight your way through a series of mazes, with up to three friends helping you out.

Gauntlet Legends doesn't have as many levels as the original, but it's a far more varied game. You can train up and save your character, from the choice of four on offer, and join in with a friend's party on a different level.

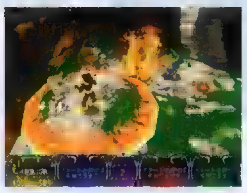
With any luck the final version will have a few more N64-specific features to increase longevity.

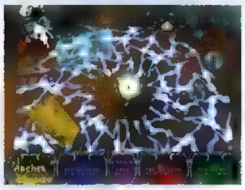
"You shall not enter the gates o' doom! Bwa-ha-ha!" Mighty [illegible] run, though, eh?

Q and A

So is it arcade perfect?

Well, not quite. Even with the aid of the expansion pak, Gauntlet Legends runs at a lower resolution than the coin-op. But it's not that far off. Check out these arcade screens to see how it compares, and remember that the N64 version isn't quite finished.





INFO BURST

GAUNTLET LEGENDS

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	Winter	TBA

ANTICIPATION RATING

●●●○○

PREMIER MANAGER 64

the only football management simulation you can play on N64

PREMIER MANAGER 64
Endorsed By Kevin Keegan
NINTENDO64
actua SPORTS
TOTAL FOOTBALL MANAGEMENT

and the only one you'd want to

www.premier-manager.com

Premier Manager® and Actua® are registered trademarks of Gremlin Interactive Ltd.
All Rights Reserved. NINTENDO ®, NINTENDO 64, N AND ARE TRADEMARKS OF NINTENDO CO, LTD.

WCW Mayhem

Men in tights line up to get sweaty again.

It used to be T•HQ's property, but the WCW licence is now in the hands of sports powerhouse EA. Prepare for a rasslin' onslaught.

WCW Mayhem is the first of many forthcoming WCW games, and if you've played one of the N64's other wrestling titles before then you'll know exactly what to expect – chunky characters, zany announcers, and plenty of authentic fight night atmosphere. *Mayhem* pitches its gameplay halfway between the accessibility of *WWF Warzone* and the depth of the WCW/NWO games.

There are 15 WCW 'sets', 12 different 'pay-per-view' bonus arenas, and fights can spill out into the car park or locker room, but the best bit has to be the player creation mode. It's totally ripped off from Acclaim's WWF series, but as a special bonus the announcers will actually speak the name of your creation. We haven't heard how well it works yet, but it opens up all sorts of possibilities for amusing naming.

INFO BURST

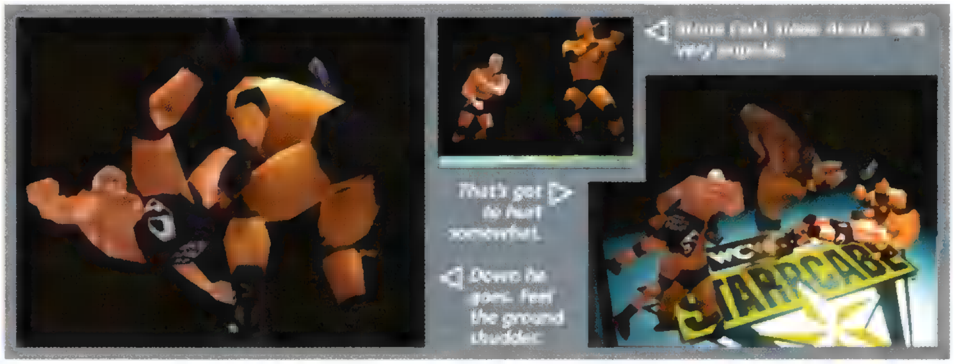
WCW MAYHEM	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	TBA
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
Autumn	Winter	N/A

ANTICIPATION RATING

●●●○○



◁ [illegible] very popular.

That's got to hurt somewhat. ▷

◁ Down he goes. Feel the ground shudder.

Q and A

How many characters are there in *Mayhem* then?
There are more than 60 in the finished cartridge and each of them has their own signature move. In fact there are at least 600 motion captures in all.

That works out at...
Ten moves per rassler. Which doesn't sound that great, but many of the basic moves will be shared by all the characters, leaving more individual specials to play with.

Yay.
Come on. Mayhem is from Electronic Arts, so it's going to be the FIFA of grapple sims. If you can't get excited about that then you obviously don't like wrestling.

Or Americans.
Yes, them too.

F1 WGP II

All-new super-racer or slightly tweaked semi-sequel?

Last year's staggeringly fine *F1 WGP* finally proved the N64 could compete with the PlayStation where face-shattering racing action was concerned. This year's follow-up should be ready to cement its reputation, but at E3, it didn't really seem all that different.

Whereas games like *ISS* have gone that extra mile *every single year*, *F1 WGP II* doesn't appear to have had quite the same sort of effort lavished upon it. Minor tweakage and major reshufflings in the licence department are just about as far as this sequel's gone to differentiate itself from the last outing.

Last year's version featured an enviable marriage of pinpoint handling and stunning realism, and whilst this is still in place, you can't help but wish for something a little *more*. We won't be able to give you the full lowdown until *F1 WGP II* comes in for review around July, but from the E3 show version, it was obvious it might not quite have the same impact as its predecessor. We shall, as they say, see.

INFO BURST

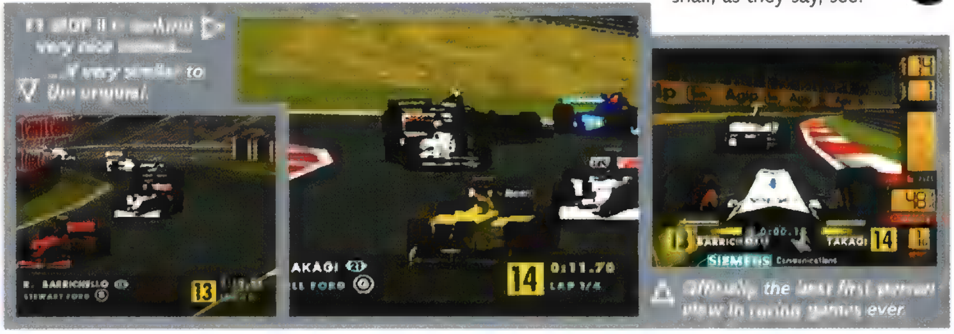
F1 WORLD GRAND PRIX II	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
July	July	TBA

ANTICIPATION RATING

●●●●○



F1 WGP II is looking very nice indeed... ...if very similar to the original.

Officially the best first person view in racing games ever

Q and A

So, come on, then, what's changed?
If we're being honest, not an awful lot. Frame rates have been dabbled with, enabling the cars to take corners and multi-car straights without any of the first game's sliiiight slowdown. And the camera angles have been twiddled with to provide optimum playing comfort.

That's it?
Er, no, not quite. The teams have been updated, and the movers and shakers (read: Frentzen from Williams to Jordan, Ralf Schumacher from Jordan to Williams, Villeneuve from Williams to BAR) have been suitably placed. But the actual game itself feels a little... lacking as far as new stuff goes. It's just as impressive but actually not that different.

And no expansion pak in sight...
Surprisingly, no. You'd think developers Video System would try to make use of the extra 4Mb. But, no. Shame.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

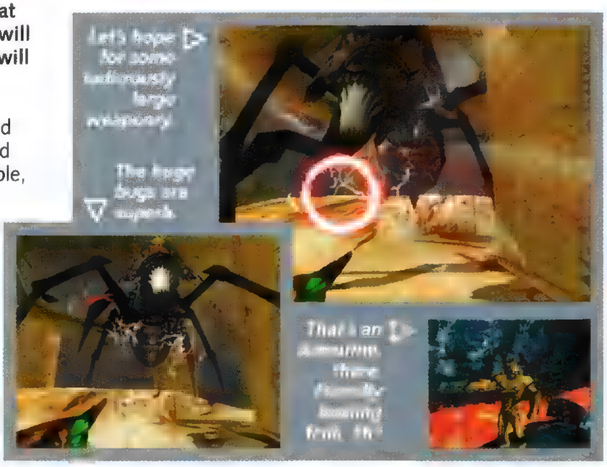
Armorines

More big guns in Acclaim's huge insect simulator.

This could be very big indeed. At E3 we finally got to play an early version of Acclaim's next blockbuster. *Armorines* uses the *Turok 2* engine and while, at the moment, it seems fairly similar to that game, we were told that the engine will be tweaked and improved so that it will appear completely different.

Everything else about the game, though, points to a fantastic bug-filled gorefest. Whilst the version we played only had a couple of weapons available, the bugs themselves are already in an advanced state of creepiness. Scuttling around like house-sized insects, they're a frightening sight; in one section it was actually possible to blast the exo-skeletal face from the Queen bug to reveal a hideous insectoid skull. Top stuff.

The much-trumpeted on-rails section also looks promising. Placing you as the nose gunner in a military helicopter, you're given a *Turok*-style chain gun to mow down hordes of enemies. Developers Acclaim London (formerly Probe) are currently speeding these sections up to adrenaline-pumping levels. Throw in a four-player deathmatch and two-player co-operative modes and it's plain to see that *Armorines* is going to bring all our Starship Trooper fantasies to life come winter.



Let's hope for some ludicrously large weaponry.

The huge bugs are superb.

That's an Armorine there [illegible]

INFO BURST

ARMORINES

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

Winter everywhere

ANTICIPATION RATING

● ● ● ●

Q and A

Are there lots of different bugs?

Oh yes. Each of the games five environments features a hive of bugs specially adapted to that ecosystem. The jungle level will feature bugs that have adapted to the hot, wet conditions, and industrial bugs will be adept at urban combat. They'll look different, too, depending on the world conditions.

How many are there?

Each level contains a hive of bugs. There'll be a big, bad queen, and further down the hierarchy there'll be soldier bugs, brain bugs and other varieties that fulfil various unpleasant roles.

Will there be *Turok*-style weaponry?

Yup. Although there were only two weapons available at E3 – a plasma gun and a rocket launcher – many more are being worked on. As a bonus, each weapon morphs from the arms of the Armorines' body armour.

BE PART OF E3!!

JUST CALL 0906 401 0011

E3 videos on offer for first 1500 callers!

Here at **N64**, we've made sure *every single one* of you can go to E3 – the world's biggest videogames show – by getting Jes to take along a video camera. *Perfect Dark, Resident Evil 2, Jet Force Gemini, Donkey Kong 64, Eternal Darkness, Riqa* (those last two are so secret that no screenshots were released – the only footage of the games are on this video), there's *stacks* of stuff to see on **N64**'s exclusive E3 tape; in fact, there's well over half an hour's worth of undiluted gaming glory (incorporating Jes's ugly mug too, of course). And all you have to do to get hold of a copy is call the number above (0906 401 0011). The maximum cost of the call will be £3, and you must remember to ask the permission of the person responsible for paying the phone bill, before making the call to this service.*

*Videos will be sent out within 28 days of your call.

Or alternatively...

- UK readers return this coupon by freepost to: **N64 Video Offer, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset TA11 6BR**
- Overseas readers return (postage payable) to: **N64 Video Offer, Future Publishing Ltd, Cary Court, Somerton, Somerset, UK TA11 6TB**
- Alternatively call: **01458 271124 with your card details to hand.**

UK £4.99 / Europe (Inc. Eire) £5.99 / Rest of World £6.99 (All prices include postage & packaging)

N64 MAGAZINE

Please choose your method of payment

1. ☐ **Cheque** (payable to Future Publishing Ltd. Sterling cheques drawn on a UK bank account only.)
I enclose a cheque/postal order (delete as applicable) for: £ ____________

2. ☐ **Visa** Expires ____________
☐ **Mastercard** Expires ____________

3. ☐ **Switch** Issue No. ____________ Valid Date ____________

Visa/Mastercard/Switch Card no ____________

Mr/Mrs/Miss/Ms **Name** ____________ **Surname** ____________

Address ____________

____

County ____________ **Postcode** ____________

Signature ____________ **Date** ____________

☐ Please tick this box if you would prefer not to receive information on other offers.

THE WHITEC

ALWAYS FIRST WITH NEWS OF HIDEOUS MURDERERS

NEW! Exclusive N64 Shadow

SHADOWMAN

Editorial

Hello, and welcome to the second instalment of our monthly *Shadowman* diary. All the latest news and pictures on Acclaim's latest blockbuster are here, via exclusive contact with the gentlemen at Iguana UK. This month, Mr Guy Miller, the dashing Creative Director on *Shadowman*, furnishes us with a fascinating insight into his professional life throughout May. Most enlightening, we're sure you'll agree.

And within the next month or two, we'll be bringing you the world's first, frightfully exclusive review of the game we described as "Zelda's Evil Twin". It's going to be quite utterly wonderful.

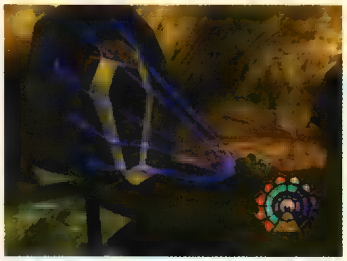
On a different note, Mr Scragmore, our chief printer, has been hospitalised for reasons unknown. It's terribly sad, especially as Mr Nurgle, our medical correspondent, said he seemed fine when he caught Scragmore rifling through his personal effects, mere moments before the accident. Most odd.

Anyway, we'll have more exclusive words and pictures relating to *Shadowman* next month. Enjoy!

Henry Heppelwhite, Editor

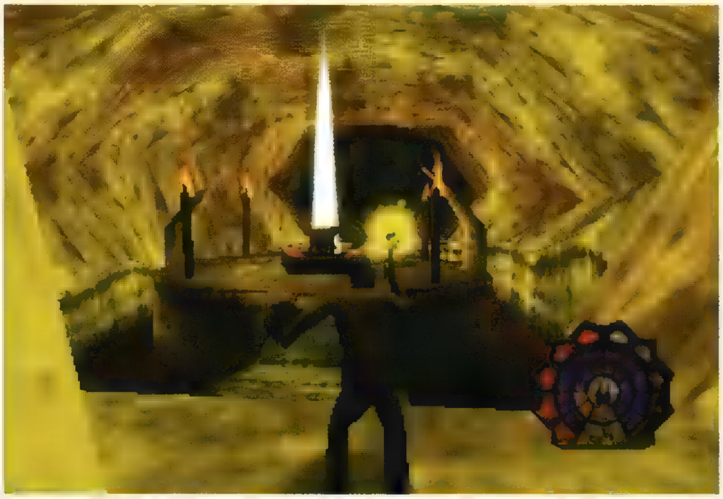
The very public diary of Mr Guy Miller

From Hell...



Shadowman, Shadowman, Shadowman... For the past two and a half years my entire life has been dedicated to a voodoo god. I dream of duppies and zombies and Deadside. I have become as a zombie myself, lurching from room to room through the Iguana UK office, red-eyed, drooling and gibbering inanely about Schisms, Violators and Shadow Wraiths...

But now, at least, there is a glimmer of light at the end of the shadowy tunnel. *Shadowman* is almost at an end. Today, Simon Phipps, the Senior Designer, placed the final boss in the game – called the Legion Trueform, a terrible evil from beyond space and time. The Legion Trueform's artificial intelligence (AI) will be finalised

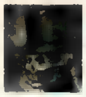


△ *Inside one of the God Temples, Shadowman receives tattoos that allow him to swim through lava, push immovable blocks and other such things.*

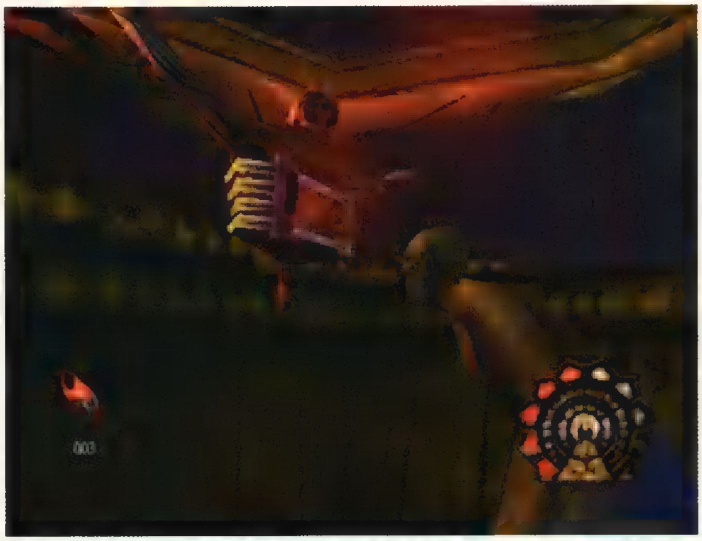
HAPEL TIMES

October 10th 1888

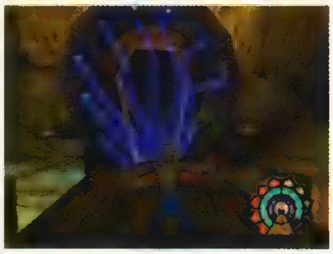
n shots



Exclusive interviews!

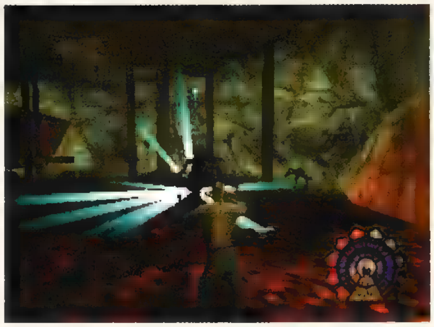


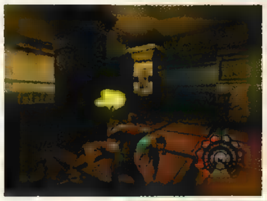
That has got to smart. Look at him. He's only half there for God's sake. Oooohhh, the pain must be unbearable.



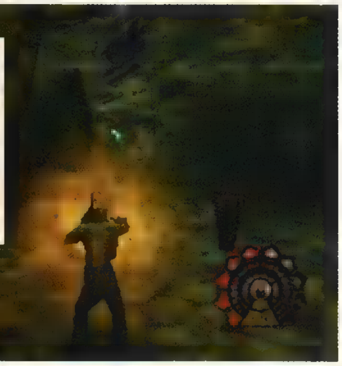
A Soul Gate, opened through the life energy of your victims.

Kill an enemy and they'll release energy – which you can collect – just like this.





Inside the London tube station. Terrifying.



Shadowman destroys another enemy in an explosion of fire and guts. It's that kind of game.

tomorrow, and then we'll all try to kill the beast to further tweak its AI. This process will take several weeks of continuous play and constant honing to make the experience as incredible as possible.

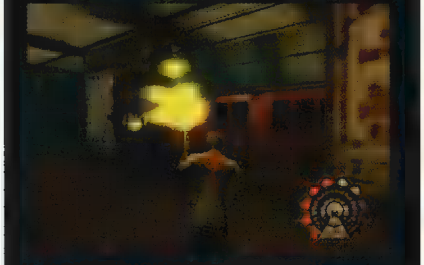
There are seven 'boss' characters in the game – five serial killers and two others. The serial killers each have uniquely unpleasant methods of attack. For example, Jack the Ripper, who has his lair in a London Underground station, can clamber across ceilings like a large and loathsome spider, and then drop down on you with his knife when you least expect him. Usually somewhere dark and dank.

And then there's Milton Pike, a crazed Vietnam vet and part-time cannibal; Avery Marx, who fashions furniture from body parts; Marco Cruz and Dr Victor Batrachian – and the less said about Doctor Death, the better. I don't want you having nightmares, at least, not until you play the game…

Going Underground

Jack the Ripper, as Guy has already explained, is one of The Five, a clutch of undead serial killers bent on infiltrating Liveside to pave the way for Legion's evil plans. The Ripper's hideout is based in the London Underground, the plans for which were taken directly from Down Street, a disused – and *real* – subway station that Winston Churchill actually used as a base of operations during World War II. Great stuff.

Also, since last month, we've heard that *Shadowman* does, indeed, use a *Zelda*-style combat lock-on, called the Circle Strafe. Which is brilliant news. Can't wait to see the finished game.



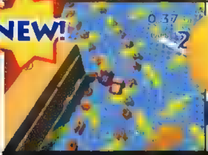
Somehow, we don't think that Shadowman's going to take that train.

PLANET 64 INFORMATION station

chart updates ● release list
most wanted ● most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the [illegible] of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

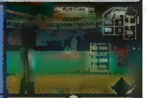
GAME Top 10 Official UK N64 chart



1	**Castlevania**	Konami	Released: 5/99	↑ New entry	N64 Issue 27 82%
2	**Mario Party**	Nintendo	Released: 2/99	↑ Last month's chart position – 10	N64 Issue 27 85%
3	**FIFA '99**	EA	Released 3/99	↓ Last month's chart position – [illegible]	N64 Issue 26 83%
4	**Star Wars Rogue Squadron**	LucasArts/Nintendo	Released: 2/99	↓ Last month's chart position – 2	N64 Issue 25 85%
5	**Micro Machines 64**	[illegible]	Released: 4/99	↑ New entry	N64 Issue 25 86%
6	**The Legend of Zelda 64**	Nintendo	Released: 12/98	↓ Last month's chart position – 4	N64 Issue 24 98%
7	**Vigilante 8**	Activision	Released: 4/99	↓ Last month's chart position – 5	N64 Issue 28 74%
8	**WCW/NWO Revenge**	THQ	Released: 12/98	↓ Last month's chart position – 6	N64 Issue 22 75%
9	**South Park**	Acclaim	Released: 2/99	↓ Last month's chart position – 3	N64 Issue 25 73%
10	**F1 World Grand Prix**	Nintendo	Released: 10/98	↑ Re-entry	N64 Issue 20 93%

Top 5 Import chart

Source: CA Games (0141 [illegible] 3901)



1	**Star Wars Episode 1: Racer**	LucasArts/Nintendo • RAC	N64 Issue 30 – 88%
2	**Smash Bros**	Nintendo • ACT	N64 Issue 26 – 90%
3	**All Star Baseball 2000**	Acclaim • SPT	N64 Issue 28 – 80%
4	**WCW Nitro**	T•HQ • FGT	N64 Issue 27 – 42%
5	**Snowboard Kids 2**	Atlus • RAC	N64 Issue 27 – 80%

N64 5 Most played

1	**Star Wars Episode 1: Racer**	[illegible] ACT	N64 Issue 30 • 88%
2	**FIFA '99**	EA SPT	N64 Issue 26 • 83%
3	**Zelda 64**	Nintendo ACT/RPG	N64 Issue 24 • 98%
4	**Smash Bros**	Nintendo FGT	N64 Issue 26 • 90%
5	**Snowboard Kids 2**	Atlus RAC	N64 Issue 27 • 80%

5 Most wanted

1	**Perfect Dark**	Rare/Nintendo ACT	UK: December USA: December
2	**Shadowman**	Acclaim ACT	UK: Sept US: Sept
3	**Donkey Kong 64**	Rare ACT	US: November UK: November
4	**Jet Force Gemini**	Rare/Nintendo ACT	UK: August USA: August
5	**Banjo-Tooie**	Rare/Nintendo ACT	UK: TBA USA: TBA

[illegible] 5 Most played

1	**WCW/NWO Revenge**	[illegible]	N64 Issue 22 75%
2	**Zelda 64**	[illegible]	N64 Issue 25 98%
3	**GoldenEye 007**	[illegible]	N64 Issue [illegible] 94%
4	**Star Wars: Rogue Squadron**	[illegible]	N64 Issue 25 85%
5	**Turok 2**	[illegible]	N64 Issue 21 95%

5 Most wanted

1	**Perfect Dark**	[illegible]	UK: Late '99 USA: Late '99
2	**Star Wars Episode 1: Racer**	[illegible]	US: May UK: July
3	**Smash Bros**	[illegible]	UK: Out Now USA: Out Now
4	**Shadowman**	[illegible]	UK: Sept USA: Sept
5	**WWF Attitude**	[illegible]	UK: July USA: July

GAME

£5 OFF VOUCHER

ANY TOP 10 GAME!
(see the chart above)

Subject to the terms and conditions listed below:
1. This voucher is only valid at UK branches of GAME.
2. Valid against any one product listed in the Top 10 chart above.
3. This voucher is not exchangeable for cash and is non-recoverable.
4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
5. This voucher is only valid from 15th June 1999 to 12th July 1999.

VALID FROM 15TH JUNE TO 12TH JULY 1999

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
June			
A Bug's Life	Activision	ACT	UK
Carmageddon 2	Interplay	ACT	UK
Fighting Force	Crave	FGT	US
Quake II	Activision	SHT	US
Roadsters '99	Titus	RAC	UK
Shadowgate 64	Kemco	RPG	UK
July			
F1 World Grand Prix 2	Video Sys.	SIM	UK
World Driver Championship	Boss Games	RAC	UK
WWF Attitude	Acclaim	ACT	US/UK
August			
Gex: Deep Cover Gecko	GT	RAC	UK
Jet Force Gemini	Rare	ACT	UK
Superman	Titus	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
September			
Hybrid Heaven	Konami	ACT	UK
Michael Owen's Soccer '99	T•HQ	SPT	UK
Monster Truck Madness	Rockstar	RAC	US
Shadowman	Acclaim	ACT	US/UK
1999/TBA			
3Sixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	UK
Command and Conquer	EA	STG	US
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
DethKarz	GT Interactive	RAC	US
Donkey Kong 64	Rare	ACT	US/UK
DragonStorm	TBA	RPG	US/UK
Duck [illegible] Dementia	Infogrames	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier 2001	Video System	SIM	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype: The Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Gauntlet Legends	GT	ACT	US/UK
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Looney Tunes Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Metroid 64	Nintendo	ACT	JPN
Mini Racers	Nintendo	RAC	US
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL QuarterBack Club 2000	Acclaim	SPT	US
NHL Blades of Steel '99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Perfect Dark	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Premier League Game	EA	SPT	UK
Rainbow Six	Red Storm	ACT	UK
Rat Attack	Mindscape	ACT	UK
Rayman 2	Ubi Soft	ACT	US
Ready 2 Rumble	Midway	SPT	US
Resident Evil 2	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Ridge Racer 64	Namco	RAC	ALL
Riqa	Nintendo	ACT	US
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Rugrats	T•HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Smash Bros	Nintendo	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 2	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok: Rage Wars	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER

[illegible]

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	*My five most wanted games are:*

Name ....

Address ....

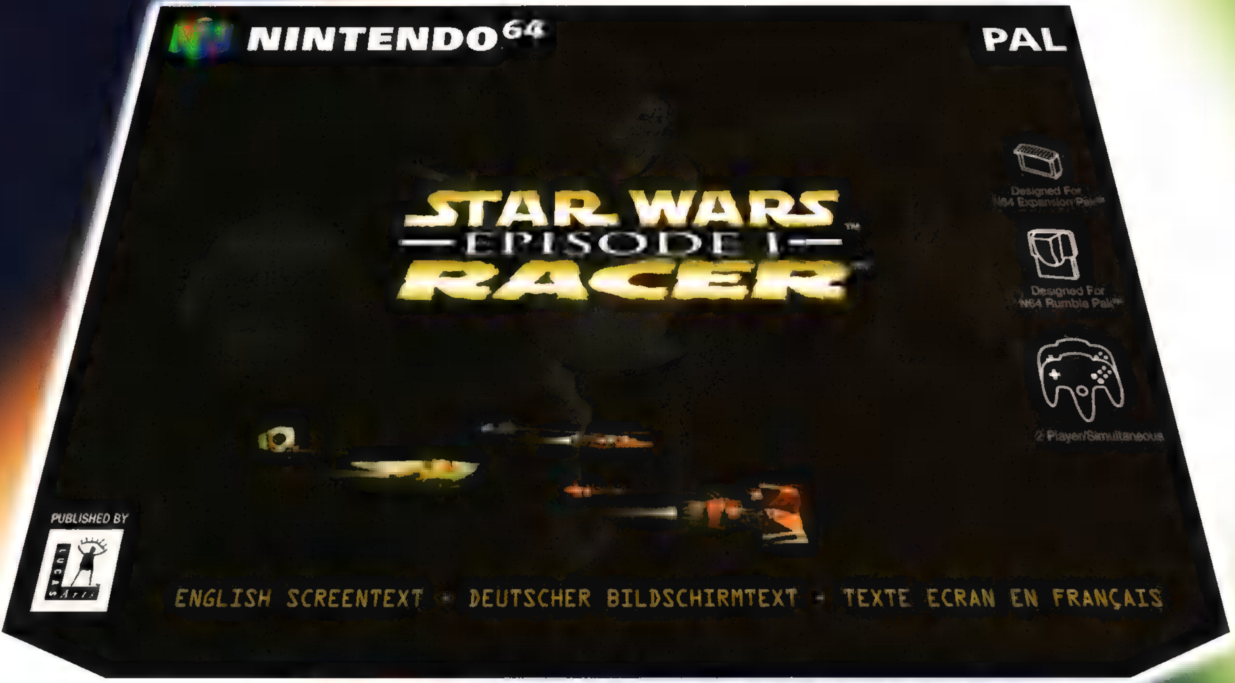
....

....

Postcode ....

Game wanted ....

can you feel the force?


NINTENDO64
PAL
STAR WARS
EPISODE I
RACER
Designed For N64 Expansion Pak
Designed For N64 Rumble Pak
2 Player/Simultaneous
PUBLISHED BY
LUCAS Arts
ENGLISH SCREENTEXT · DEUTSCHER BILDSCHIRMTEXT · TEXTE ECRAN EN FRANÇAIS

star wars: episode 1: racer

Become a part of the legend as you join apprentice Jedi Anakin Skywalker in the Star Wars race of your life. With a simulated speed of 600 mph, the Podracer sequence comes to life in a spectacular 3D environment over 21 tracks on 8 worlds. When it's this good you'll be spending a long, long time a go.

NINTENDO64

N-CUBE ™ AND ® ARE TRADEMARKS OF NINTENDO CO., LTD. © 1998 NINTENDO CO., LTD.

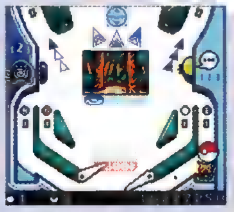
Virgin MEGASTORES

N64 presents

planet GAME BOY

TIPS FOR YOUR GAME BOY
CAMERA AND PRINTER

THE BIG REVIEWS THIS ISSUE!



POKÉMON PINBALL

page 38 Pikachu stars in the finest pinball game in the world.

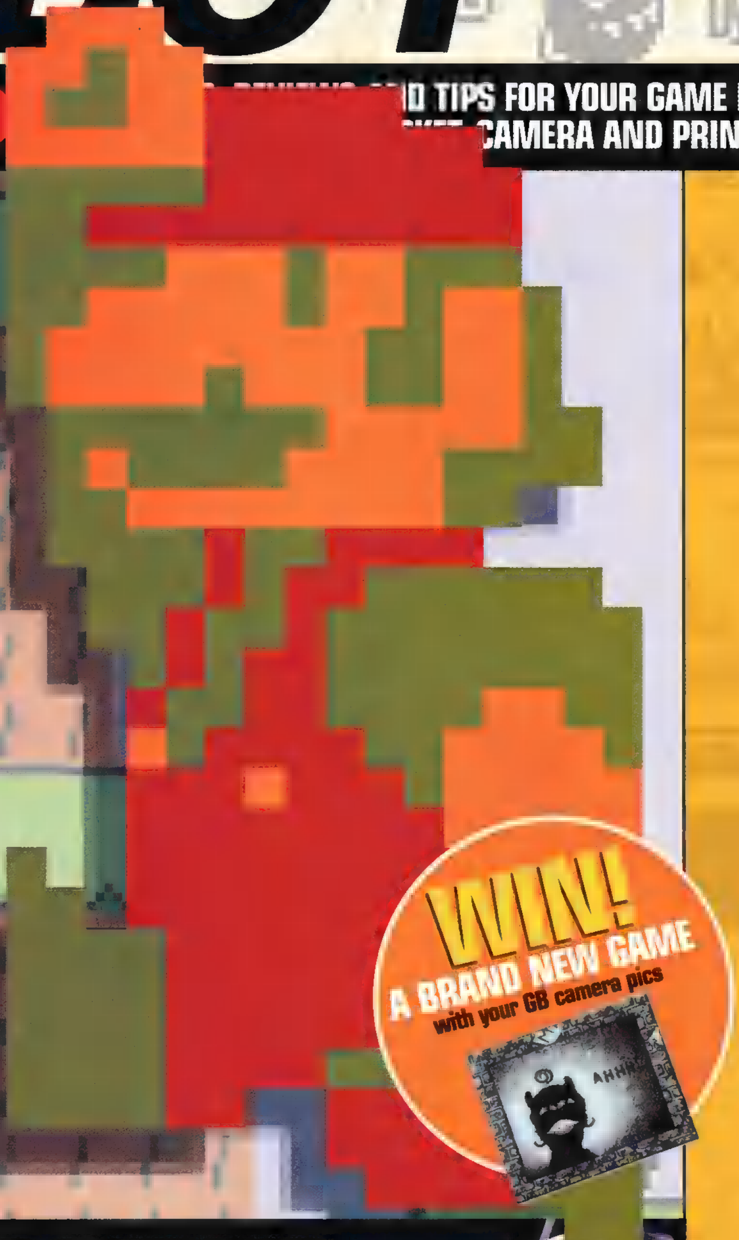
DROPZONE

page 39 Turn your Game Boy into a 64... Well, a Commodore 64.

The Game Boy's founding father returns

MARIO BROS DELUXE

Now on Game Boy! His first adventure (with a twist...).



WIN! A BRAND NEW GAME with your GB camera pics

PLUS!

GB ONLINE

The top five Game Boy Internet sites – from Seattle to Singapore, we've compiled a list of our favourites.

ISSU 5 1999

THE ONLY GAME BOY MAG WORTH BUYING!

ON SALE NOW!

GAME BOY
GAME BOY POCKET
GAME BOY COLOR
FROM THE MAKERS OF N64
Planet GAME BOY
Issue 1 · Summer '99 · £3.50
FUN SIZE!
The essential guide to your pocket pal!
FREE! ENERGIZER ADVANCED FORMULA BATTERIES*
AA 2 PACK
Energizer
ADVANCED FORMULA
35 GAMES REVIEWED!
Zelda: Link's Awakening DX
Warioland 2
Power Quest
Top Gear Rally
Shadowgate
Rugrats
Tetris DX
...and many more!
Future
MAPPED & MASTERED! 16-PAGE ZELDA SOLUTION
£5 OFF ANY GB COLOR GAME!
COMING SOON
THE BIGGEST CRAZE TO HIT THE GAME BOY...
POKÉMON INVASION!

FREE! NEW ENERGIZER ADVANCED FORMULA BATTERIES

THEY'LL KEEP YOUR GAME BOY GOING FOR AGES!

*UK ONLY

planet GAME BOY

CONTENTS

funtography PLAY
Game Boy Camera Funtography Guide

WEB BOY

PAGE 40

Got a computer? Check out the five best Game Boy sites on the web.

REVIEWS

Luxury Mario, rumble racing and the best Pokémon tie-in ever.

STARTS ON PAGE 38

planet REVIEW
Pokémon Pinball
Top Gear Rally
Mario DX
Dropzone

TIPS AND SCORES

Rip through *Bomberman*, spank some Rugrats, cheat at rallying.

SECRETS REVEALED!
Area 2 Ocean

PAGE 41

GAME BOY GALLERY

They're here and they're queer.

GAME BOY printer

WHAT ARE YOU LOOKING AT?
UGLY
Nintendo
GAME BOY

PAGE 42

Welcome to Planet Game Boy

Phew! This has been a frantic month for the magazine as a whole, so we've had to keep Planet Game Boy squished into eight pages for the time being. No matter though, because we've got *two five-star games right here*, including our first import review (remember, you can play any import GB game on your UK machine). *Pokémon Pinball* is just so stormingly good that we couldn't wait until whenever Nintendo deign to release it over here, and *Super Mario Bros Deluxe* is the latest piece of 8-bit Shigsy magic. Both are simply unmissable.

Elsewhere, the GB is expanding into new areas – as we predicted, in the case of the *Perfect Dark* link. Incredibly, there's another Game Boy on the way! Nintendo didn't have anything to show at E3, but it seems as if Project Dolphin won't be the only new console next year. Super Game Boy Color is what we'll call the new baby, at least until Nintendo come up with a proper name for it (by the way, if anyone in Kyoto is reading this, feel free to follow Rare's example). The SGBC will have a larger screen, using the same TFT technology as the current model, a much larger colour palette, more buttons, more link-up possibilities, and a 16-bit processor, giving it a SNES-like performance. Or better, hopefully. It'll be compatible with older GB games too.

As soon as there are any further developments, here's where you'll read about them first. No mess, no fuss, just quality GB stuff. Have fun.

Martin Kitts, Editor

planet GAME BOY
Planet Game Boy, 30 Monmouth Street, Bath, BA1 2BW.
Issue 5, July 1999

Editor: Martin Kitts
Contributors: Justin Webb, Paul Edwards, Wil Overton, Tim Weaver, Andrea Ball, Pete Travers

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.
5	4	3	2	1

Pokémon Pinball

From: Nintendo **Price:** ¥3200 (£20) **Save:** No **Link-up:** No **Colour:** Yes **Out:** Now on import

It's not often we review import GB games here at Planet Game Boy, but with Nintendo's new Pokémon spin-off, we just *had* to make an exception. See, despite only having two tables, *Pokémon Pinball* is absolutely t'rific. And, thanks to the beauty of the universally compatible Game Boy, you can easily play a copy of this colour-only game on your tiny handheld pal.

The forest area is where you'll find number 25 – the Pikachu!

The Red table is a simple enough start to the game; a minimal amount of 'mushrooms' (those bumpers that send the built-in rumble pak crazy), and some easy-to-get-to points means it won't keep you going forever. Blue, meanwhile, is far trickier, mixing and matching a host of on-table hazards, but rewarding you with some *huuuuuuge* point scores as well.

Where the game really triumphs, though, is in its host of little extras. Catch a monster and you can make it evolve, or use it to get into one of the many bonus levels. There are 151 monsters to find, scattered around the themed areas, and you can trade data via the infra-red port. Pikachu, though, is ever the faithful servant and helps you regain lost balls as they slip between your flippers or down the side.

All of which means this is well worth getting in. Recommended.

5

1:14
GET
SAVER

Just caught a monster! Loads of bonus points.

Hit the bumpers to complete the picture.

The purple Ditto is guarding the Evolution hole.

GET MODE START!
SAVER
4071275

Whack the ball into the hole for a shortcut to Get mode, or go left for Evo mode.

Mario DX

From: Nintendo **Price:** £25 **Save:** No **Link-up:** Yes **Colour:** Only **Out:** Now

5

Switch on the Game Boy and step back in time. To 1985, no less, when *Super Mario Bros* revolutionised the gaming world. Sideways scrolling, smooth inertia, hidden secrets, shortcuts, bonuses… It's the grandaddy of modern video games.

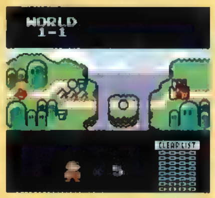
And now it's back, in its original form.

The same graphics, the same sounds, the same levels. Needless to say, it's still just as much fun to play as it ever was. It doesn't have the same depth of gameplay as *Mario Land 2* or *Wario Land 2*, but Shigsy's people have come up with some cunning new play modes which enhance the old codger no end.

You can compete in a Red Coin Challenge, which is effectively a kind of time trial, or a superb versus mode. One player controls Mazza, the other uses, erm, Luzza, and you have to try to be the first to get to the end of a course. Hitting switches blocks off certain routes, and it all gets nice and frantic. Plus there's an absolute warehouse of little extras, from GB printer pictures to G&W Gallery-style surprises. Everyone in the entire world ever must have played *Mario Bros* before, but there's enough new stuff here to make this an essential purchase. Plus you can play it on the train.

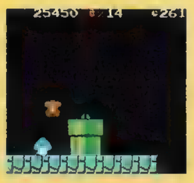
ORIGINAL
CHALLENGE
VS GAME
RECORDS
ALBUM
TOY BOX

Play the original game or one of five brand new variations.

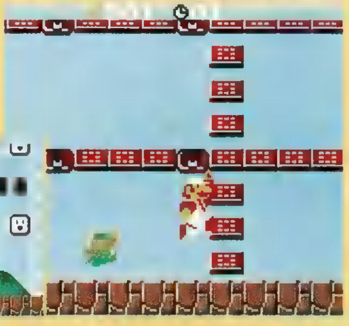


[illegible]

Mario versus Luigi in the two-player link-up mode. It's great!



[illegible]



Top Gear Rally

From: Nintendo **Price:** £30 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

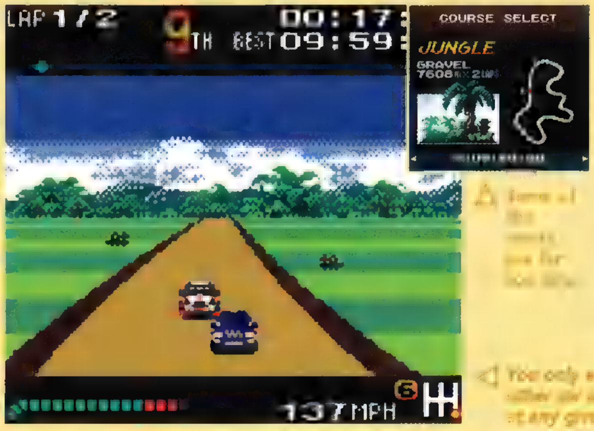
With the GB's new rumble pak in tow and some tasty track visuals, *Top Gear Rally* fools you into thinking it's better than it really is. But, play your way through the game's default levels and you'll realise it's not actually *that* great.

Like *V-Rally* a couple of months back, *Top Gear Rally* just doesn't have enough variety. Tracks are either a mixture of *looooong* straights or fairly simple curves, and unlike the N64 version there's no real challenge to the game. The first time you take one of *TGR*'s 'corners' you might be foxed, but then you realise, by tapping the brake, you can easily see off any problems that the game throws at you. And all that's left then is the three secret courses.

Of course, developers Kemco have to be commended for coming up with a nice looking and, it has to be said, pretty quick racing game but, especially where the nine minute Jungle course is concerned, there's just not enough excitement. Opponents occasionally appear, but for the most part you're travelling along incredibly barren roads, and feeling the full effects of the rumble pak as you try to edge round a curve in the track. There's also far too much car realignment. In fact, you spend *most of your time* realigning your car as it pootles along.

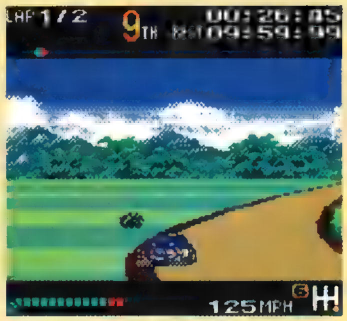
A brave effort, then, but nothing special.

3



△ [illegible]

◁ You only ever get one other car on the screen at any given time.



△ Right about now, the rumble pak is buzzing like it's about to explode.

▽ [illegible]

▽ [illegible] a bit further than V-Rally.

CAR SELECT
9TH
BEST 09:59:99
YPE-ID
SPEED
CELERATION
NDLING

Dropzone

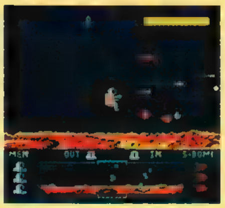
From: Acclaim **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

Archer Maclean's classic is highly thought of among the older members in the Planet Game Boy office, and with good reason. A fantastically rapid fire blast-'em-up, *Dropzone* comes to the Game Boy – incredibly – for the first time ever, and still plays as brilliantly as before.

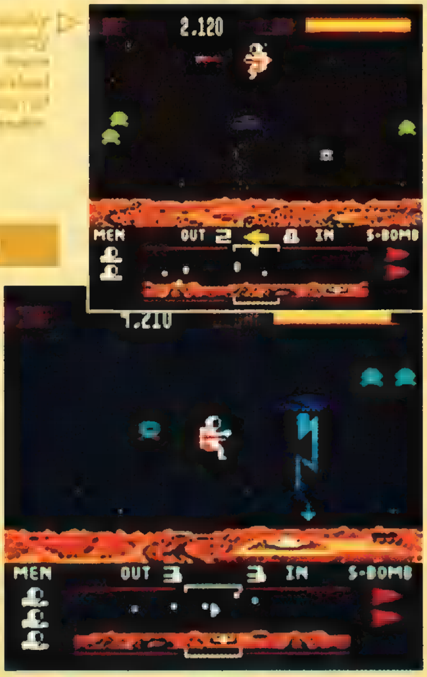
The premise couldn't be simpler: manoeuvre your space soldier through hundreds of screens worth of side-scrolling basicness blasting armies of aliens and rescuing human survivors. Chuck in some power-ups, increasingly tricky aliens and blunder storms and that's just about that.

Simple stuff. Except of course the challenge is anything *but* simple. After about, oooooh, three or four levels, *Dropzone* ramps up the difficulty with a particularly evil accompanying laugh (actually, it doesn't, but you'll swear you can hear the game chuckling as it bombs you out of the sky), and later on it becomes nigh-on impossible as *swarms* of aliens hammer towards you, humans take up more difficult positions and the gravity disappears altogether. Yup, *Dropzone*'ll keep you going on the bus home at night.

4



△ [illegible]



It's basically a speedy, more pixelised version of Defender. ▷

[illegible] ▷

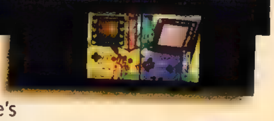
WEB BOY

The worldwide cult of GB.

So the Internet is the future of gaming, is it? We're not too sure about that, but a surprisingly large number of websites are devoted to gaming on an altogether smaller scale.

Just type "Game Boy" into an Internet search engine and see how many sites it finds for you. It should find something crazy like 30,000, assuming you don't count all the dodgy ones concerning a rather different kind of boy. With that amount of sites, it's inevitable that quite a few will be on the dumpular side. Here at Planet Game Boy, we're more than willing to take the hard work out of surfing, and to spare you the traumas of AltaVista's liberal interpretation of the word "game" we've compiled a list of our five favourite Game Boy sites.

EAGB
gameboy.s-one.net.sg



"The best Game Boy resource on the net" is EAGB's bold claim, and we have to admit that we're inclined to agree. There's a heavy bias towards unusual Japanese import stuff, so it's the place to go if you want to find out how to work your *Pokémon Pinball* cart or your *Toki Meki Memorial*. You'll also find a fantastic page dedicated to limited edition Game Boys, along with the usual informative news and reviews pages. Top stuff.

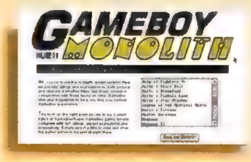
5

Check out: Val's *Pokémon Pikachu* diary. A tear-jerking account of the life and death of a virtual pet. Be warned – you *will* cry.

Game Boy Monolith
www.dragontooth.mcmail.com/gbmono

GAMEBOY MONOLITH
UK NEWS
REVIEWS
HISTORY
ARTICLES
CARTOGRAPHY
Highlights
Colour Revolution

Bright, colourful, and very easy on the eyes. All fine recommendations for any web site, and since GB Monolith is packed full to bursting with just about everything you could possibly want to know about the world's favourite console, all that nifty design work hasn't gone to waste. There's a selection of choice tips and cheats, and a vast A-Z list of every GB cart ever released.



Check out: The excellent Game Boy history page. Read all the facts and figures, then impress (bore) your mates with your supreme knowledge.

4

GBC Dojo www.nintendojo.com/gbcdojo

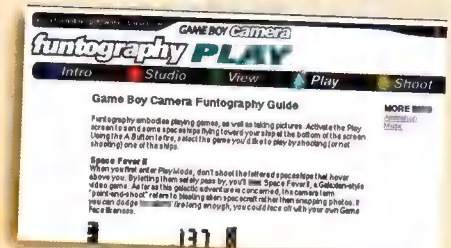
NINTENDOJO
gbc dojo

Part of the huge Nintendojo site, the GBC Dojo is a fine source of information. Readers are invited to send in their own news stories if they've come across a particularly hot piece of gossip, and the Dojo webmasters pass everything through their own special cack detector to ensure that the ratio of fact to rumour is kept just right. There's also a selection of Game Boy music to download and play through your huge PC speakers.

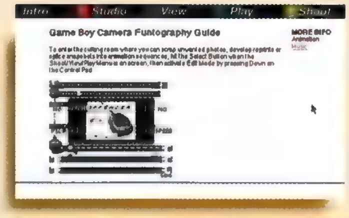
5

Check out: The news page. Updated daily, with all kinds of brand new info, rumours and the latest release list.

Funtography www.funtography.com



As an official Nintendo site, Funtography is largely concerned with flogging the finer points of the Game Boy Camera, but you'll find a surprising amount of handy tips among all the glossy salesmanship. Have a good read through the pages of in-depth instructions, and see how your artistic skills improve. Then send us your new and improved pictures for the Game Boy Gallery.



Check out: A full list of all the features and built-in bonuses to be found lurking within your Game Boy Camera.

4

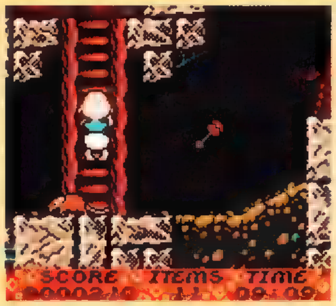
Pokémon Abode www.pokeabode.com

Anything to do with Pokémon is a good thing as far as we're concerned. Pokémon Abode is crammed full of the cute little devils, even going as far as to host several other Pokémon sites within its furry walls. The site's writers tend to take the whole thing a bit too seriously, though, with their own legal warnings plastered all over stuff that's actually © Nintendo, but you can't go wrong with a Pocket Mon. Heh. (*What? – Tim*)

Check out: The cool and funked up desktop wallpaper. There's plenty of Pokémon artwork to brighten up your computer, but no Pikachu. Where are you, lovely yellow mouse? C'mon, where are you? C'mon, don't be shy…

4

RUGRATS



PASSWORDS

Train Crash BVBYFJND
Hospital TQMMY_QK
Light Woods RJDBCVRT
Dark Woods VNGBLJCV
Ancient Ruin LJTBWQQD
Reptar BJGSMVSH

SECRETS REVEALED!

POCKET BOMBERMAN

PASSWORDS

All power-ups – 5656
Forest 1 – 7693
Forest 2 – 3905
Forest 3 – 2438
Forest 4 – 8261
Forest Boss – 1893
Ocean 1 – 2805
Ocean 2 – 9271
Ocean 3 – 1354
Ocean 4 – 4915
Ocean Boss – 8649
Wind 1 – 0238
Wind 2 – 5943
Wind 3 – 6045
Wind 4 – 2850
Wind Boss – 8146
Cloud 1 – 9156
Cloud 2 – 2715
Cloud 3 – 4707
Cloud 4 – 7046
Cloud Boss – 0687
Evil 1 – 3725
Evil 2 – 0157
Evil 3 – 5826
Evil 4 – 9587
Evil Boss – 3752

Area 2 : Ocean

TOP GEAR RALLY

CAR SELECT
TYPE-DU
FR
TOPSPEED
ACCELERATION
HANDLING

ALL CARS AND TRACKS

To open up absolutely everything, including the excellent mini and pick-up truck, use the following password: YQX-%Z.

SOFTER RUMBLE

Here's a great, but simple tip. Fold up a small piece of paper and wedge it gently between the cart and the top of the Game Boy. This then dampens the rumble effect and prevents the cart from rattling during a heavy spin. It works a treat on *Pokémon Pinball* too.

GAME & WATCH GALLERY 2

GAME & WATCH
GALLERY 2
PLAY GAME
VIEW GALLERY
PUSH A OR START
© 1980 1982 Nintendo

CHANGE BORDER

All you have to do is pause the game and press B. Easy.

BALL BONUS GAME

Earn 15 stars (one for every 200 points) to unlock the very first Game & Watch title.

PLAY AS WARIO

Play Helmet and lose before reaching 100. Choose retry to play as Wazza.

HIGH SCORES

Hey! Nice gaming, folks! Particularly some of our Scandinavian readers, who are beginning to take over the Game & Watch Gallery charts. But the star performer this month has to be *Tetris* ace Paul Bush, who topped the magic million on Marathon level 0, and beat the office score on Ultra. Well played, and a dubious GB-related prize is on its way. We sincerely hope none of you are using any underhand tactics on *Tetris* though. Shigsy will throttle cheaters.

TETRIS DX

40 Lines (level 0)
1:48 Paul Bush, Teddington
1:59 Paul Wrathmall, Middlesborough
2:15 Tom Dar, Bracknell

Ultra (level 0)
17,884 Paul Bush, Teddington
15,405 Paul Wrathmall, Middlesborough
12,799 Simon Parsons, Bicester

Marathon (level 0)
1,338,534 Paul Bush, Teddington
488,615 Paul Wrathmall, Middlesborough
399,465 Ollie Minns, Horsington

Marathon (level 9)
1,617,045 Ross Bullimore, via email
1,593,901 Barry Brewer, Dymchurch
1,105,123 Andrew Marriot, via email

GAME AND WATCH GALLERY

Donkey Kong
1418 Audun Knudsen, Norway
1303 Ruben Larsen, Norway
1225 Tommi Aarela, Finland

Parachute
1203 Tommi Aarela, Finland
689 Barney Dean, Bournemouth
498 Andy Frith, Maidstone

Chef
1473 Audun Knudsen, Norway
1096 Tommi Aarela, Finland
1021 Allister Price, Maidstone

Helmet
1029 Tommi Aarela, Finland
1008 Mike Taylor, Somerset
1008 Audun Knudsen, Norway

Scores wanted

Send your high scores to:
Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. If you're online, email us at **n64@futurenet.co.uk.**

Game Boy Gallery

GAME BOY camera

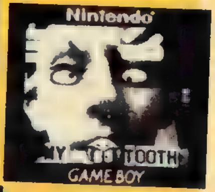
WINNER!

Fantastic use of lighting from this month's winner, Cecilia Schultze-Olsson from Malmö in Sweden. A Venetian blind was used to get this effect. Nice. Cecilia is a Depeche Mode fan.

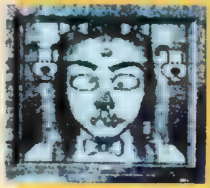
This is Mr Hand. It belongs to Adam Reford of Manchester. Very good, Adam. No really, it is. Honest. Oh.

Daryl Sage sent this creepy Quatermass effort.

From Ellwyn Male of Solihull. Ugly? Yes. Looks like one of the Village People.



Utter rubbish. Blame the oddly named Ashley Jeggo.



Ruddington's Rosemary Lilley sent us this picture of Christina Ricci in the Addams Family.

David Teixeira from New Zealand, making another Gallery appearance. Lovely.

Jud really enjoyed this Devil Cat from Stephen Hutchins.

Whoa! Even Jes would be proud of this, a genuine alien sighting. They're here…

This one's from Rahul Bakshi of Dover. It may once have been a human face, but we're not too sure anymore.

Cross-dresser Daniel Kilfoyle from Swinton. Nice pecs, Dan. Very impressive.

WHAT ARE YOU LOOKING AT?

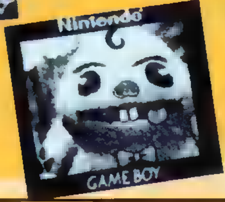
That's a genuine rat, courtesy of James Murton. We've called Rentokil.

Looks a lot like Paul after he surfed the dark brown seas of Cornwall. Thanks, Lucy.

Mark Evans from St. Helier sent us this incriminating photo of some nasty Pikachu abuse.

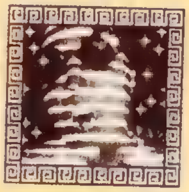
Yes, of course you are. This was sent by Geoffrey Aire-something. Nice handwriting, Geoff.

Greg Duncan sent this pic of a lumpy old chap.



Wahay! Top Game Artist Ryan Medlock sent us this creation – The Crazy Goron.

Stop your grinnin' and drop your linen.



Yes! Freak time is here, and once again we've been inundated with classy pictures of lowdown mutants. From aesthetically challenged relatives to dubious body parts, it seems like the Game Boy Gallery is really getting your creative juices juicing.

Our favourite picture this month came from Sweden's answer to Countess Dracula, but it was a close thing. Lucy Green sent us an impressive portfolio of weirdness, and was thoughtful enough to inform us that her 'Mrs Apple' creation isn't actually a real person.

Nintendo
GAME BOY

Daniel Kilfoyle showed off his impressive physique, Ben Culliton photographed an actual genuine alien thing, and many a family member suffered a thorough defacing.

After easing you into the horrible world of Jes Freaks last month, we were planning to show you a few of his more hardcore efforts this time. Sadly some chimp erased all the pictures from the office camera, so we'll have to lock Jes in the toilets for a couple of hours until he comes up with a few new ones. It's probably for the best.

Send us your freaks

You can't frighten us, you know. We've seen more sickening GB camera pics than you've had hot dinners. Still, if you think that you can use the ancient art of the trick lens or the mighty power of the stamp to show us something that the world has never seen before, then pop your pic in the post and you could win a brand new game. Pictures of ugly friends and relatives are always welcome and tell us your victim's name too. Send them to:

Game Boy Gallery, Planet Game Boy,
N64 Magazine, 30 Monmouth Street,
Bath, BA1 2BW

A spanking new game awaits the sender of the bestest.

GAME BOY printer

planet GAME BOY

EVERY MONTH – ONLY WITHIN THE PAGES OF N64

TAMARA WANTS TO HATE HERSELF FOR LOVING HIM. All Keith wants is a spanking gorgeous Pot Noodle
Pot Noodle Snack
CHICKEN & MUS
Pot Noodle Snack
'POT' AND 'POT NOODLE' ARE REGISTERED TRADE [illegible] NAEHRMITTEL AG

THE GREAT MULTIPLAYER EXTRAVAGANZA

MEGASTORE
THE MEGASTORE

RESULT!

THE 20 BEST GAMESPLAYERS IN THE COUNTRY BATTLE IT OUT!

THE FINALISTS

Hedley Gabriel	Essex	***F-Zero X*, Devil's Forest 2:** 1'16"218
Sam Fenwick	Leighton Buzzard	***F-Zero X*, Devil's Forest 2:** 1'23"566
Tim Booth	Shrewsbury	***F-Zero X*, Devil's Forest 2:** 1'24"994
Steve Woolley	Diss	***F-Zero X*, Devil's Forest 2:** 1'25"191
Keith Tannahill	Address withheld	***F-Zero X*, Devil's Forest 2:** 1'25"238
Russell Dawes	East Yorks	***F-Zero X*, Devil's Forest 2:** 1'26"069
Thomas Sucklins	Ipswich	***GoldenEye*, Bunker 2:** Accuracy 500%
John Heelham	Manchester	***GoldenEye*, Bunker 2:** Accuracy 500%
John Davies	Newcastle-under-Lyme	***GoldenEye*, Bunker 2:** Accuracy 500%
David Goodman	London	***GoldenEye*, Bunker 2:** Accuracy 500%
Douglas Whitley	Tyne & Wear	***GoldenEye*, Bunker 2:** Accuracy 500%
Tom Carling	King's Lynn	***GoldenEye*, Bunker 2:** Accuracy 500%
Gary Carney	Newcastle	***Turok 2*, Level 1:** 17:22
Andrew Gray	Argyll	***Turok 2*, Level 1:** 19:02
Dee Dee Ramone	Carlisle	***Turok 2*, Level 1:** 21:51
Luke Yeandle	Gwent	***Turok 2*, Level 1:** 27:35
Leigh Bates	Lavington	***Mario Kart*, Bowser's Castle:** 2'06"79
Phil Hughes	Address withheld	***Mario Kart*, Bowser's Castle:** 2'18"02
Andrew Mills	Dundee	***Mario Kart*, Bowser's Castle:** 2'19"42
Martin Flynn	Gravesend	***Mario Kart*, Bowser's Castle:** 2'20"54

Originally, the plan was to take the five best entrants from each of the games but, as it turned out, we were absolutely overwhelmed with *GoldenEye* responses, pleasantly weighed down by *F-Zero X* attempts, and privy to, astonishingly, just the four *Mario Kart* and *Turok 2* times. So, in order to make the 20 as fair as possible, we took the *six* best *GoldenEye* times – divided by accuracy percentage and then number of kills – plus the six best *F-Zero X's*, and the four best *Mario Kart* and *Turok 2* entrants. The final, then, will be made up of the 20 finalists, plus four members of the masterly Team **N64**.

NEXT MONTH

Due to the bizarre deadlines we magazines work against, by the time you read this, the Multiplayer Extravaganza will have come and gone at London's famed Virgin Megastore. Which means we'll chronicle the whole event for you – from beginning to end – in *next* issue's **N64**, on sale on Monday 12th July. And don't forget, you can use the voucher just to the right here to get £5 off your favourite N64 games, any time between now and the 12th July. *That's* a bargain…

£5 OFF at Virgin Megastores!

Virgin MEGASTORES

This voucher entitles the holder to a £5 discount when purchasing any N64 title costing £30 or more at Virgin Megastores.

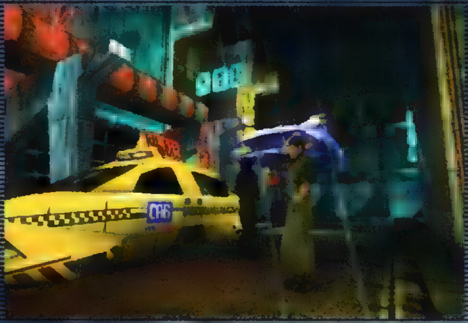
Conditions:
1. Voucher is valid from 15/06/99 until 12/07/99.
2. Voucher cannot be used in conjunction with any other promotional offer or coupon.
3. Only one voucher per purchase.
4. Vouchers cannot be exchanged in whole or part for cash.
5. Vouchers only valid in Virgin Megastores in the UK and Eire.

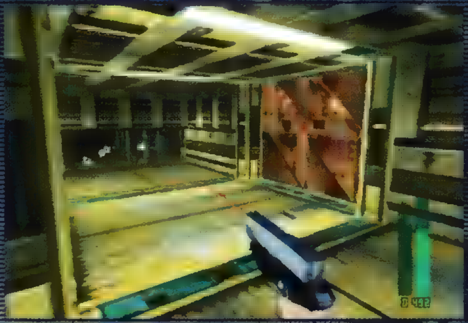
2 410252 005001

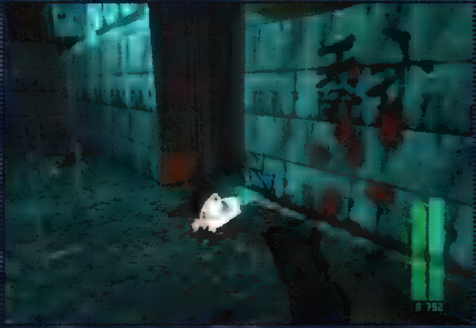
SPECIAL INVESTIGATION

PERFECT

The sequel to *GoldenEye* is even better than







INFO BURST

PERFECT DARK

FROM:	*Rare/Nintendo*
CART SIZE:	*256Mbit*
HOW MANY PLAYERS:	*1-4*
MEMORY PAK:	*No*
EXPANSION PAK:	*Yes*
RUMBLE PAK:	*Yes*
GB PAK:	*Yes*

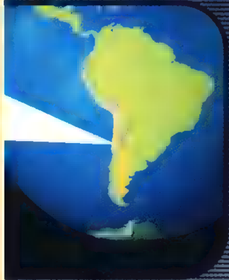
WHEN'S IT OUT?

December '99

ANTICIPATION RATING

●●●●●

N64 Magazine's Special Investigations can take us all over the world. And, in the case of *Perfect Dark*, it did. To LA, in fact, and E3. And, strewth, what a game we found...



It's testament to the genius of *GoldenEye* that we're *still* playing its four-player deathmatch a whole *20 months* after the game's release. It's also possible that, alongside *Zelda* and *Mario 64*, Rare's stunning shooter is one of the best games that there's ever been. So, when there was talk of a sequel, we got very excited.

But, then the new Bond licence, in the shape of Tomorrow Never Dies, ended up on the PlayStation and in the hands of unknown developer Black Ops, leaving Rare – well, without the Bond licence that they'd so wondrously dabbled with in *GoldenEye* and, presumably, without a follow-up *GoldenEye* engine game.

Of course, we should never have doubted their brilliance. A couple of months later they confirmed the existence of a *GoldenEye* sequel, with a story created entirely from scratch and a whole new 'feel'. Then there was the name, *Perfect Dark*, and its female centrepiece. Half a year after *that*, **N64** exclusively showcased the game to the world (N64/22) and then, *fiiiinally*, the world got to play *Perfect Dark* at last month's E3 videogames show.

Tomorrow Never Dies? A hideous third-person mix and match.

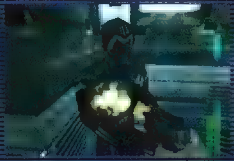
Perfect Dark? Possibly the N64's greatest game yet...

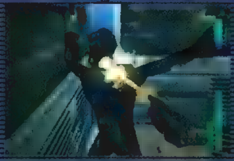
DARK

you imagined...

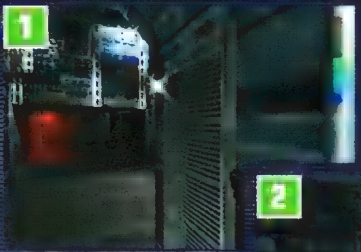
ALONE IN THE

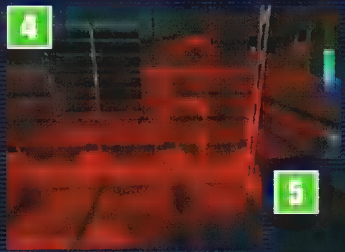
DEJA MOVE
With Rare's blindingly expensive motion-capture studio installed at their new Atherstone HQ, it was a surprise that the E3 version of *Perfect Dark* still had the old *GoldenEye* enemy animation routines. However, Rare confirmed that they'd already recorded some fantastic new motion-capture and that it would be fitted into the game before very long. In particular, there'll be more body-specific shots, soldiers begging for their lives when you get the upper hand, and – would you believe it – bloody head shots. Well, not *really* bloody, but the walls *will* be spattered and those heads really will *flick back*





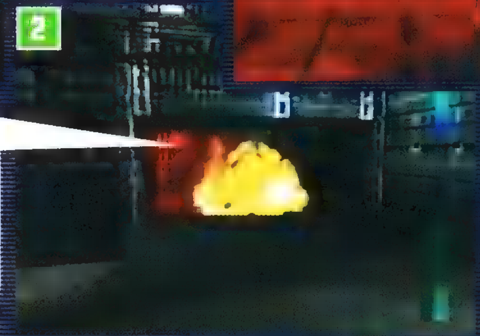
loading WALKTHROUGH

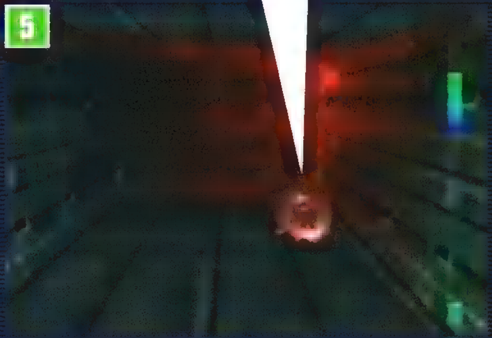


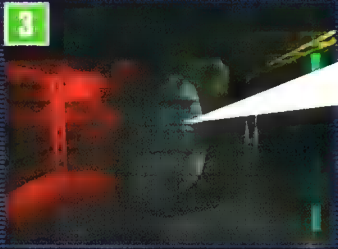


The mines will come in the same proximity, timed and remote flavours, but will be redesigned for *Perfect Dark*. There'll also be computer-controlled plastique.

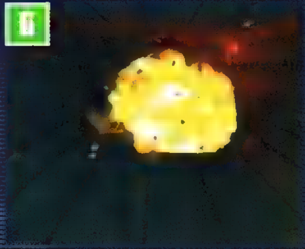
Brilliantly, some areas of the game are locked or inaccessible so, to counteract this, Ms Dark comes equipped with an updated version of Bond's mines.

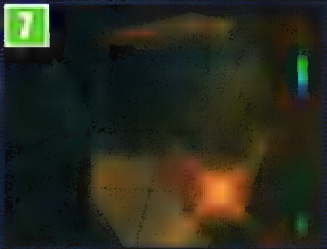






They work in the same way – just place them, then detonate – and once the explosion has died down, new areas like this steel chute open up.

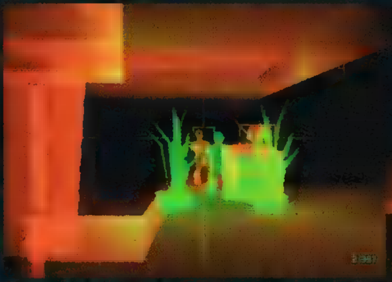


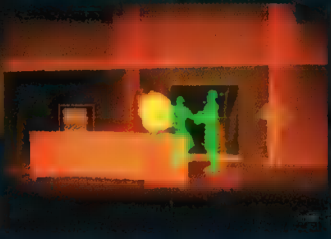


loading WEAPONS

FarSight

Surely the World's greatest weapon (even though it appeared first in Arnie flick, *Eraser*), this literally enables you to see and shoot through walls. By picking up body heat, you can search within a two or three room radius for any sign of life. Once you've found an enemy, you simply have to tap Right-C and the weapon will lock onto them. A quick push of Z (and a penetrable bullet) later and they're crumpled in a heap on the floor. The gun moves incredibly slowly, but using a mixture of stealth and cunning, it's superb for stationary adversaries.

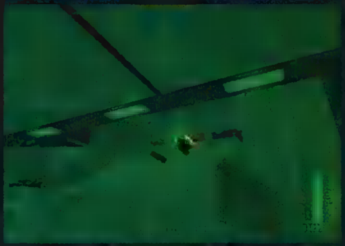




△ *Straight out of Eraser, but what do we care? It's an utterly brilliant weapon.*

How can it fire through walls, then? Special metal-tipped bullets, that's how. ▷

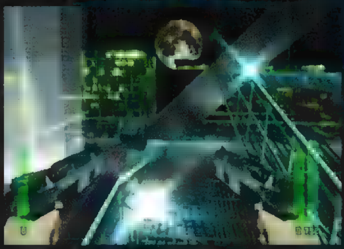
Night Vision Goggles



At one point in the DataDyne level, you're in the middle of a firefight, and the lights go out – it's *black*. So you frantically equip the goggles, enabling you to hunt the enemy through a green tinge. Then, later, the lights come on again, completely blinding you, whilst about ten enemies are firing at you. Superb.

Alien Gun

This little beauty feels and shoots like a half-sized RC-P90; with staggeringly rapid-fire, it piles off nail-like yellow ammo at a stupefying rate. Satisfyingly, you can also fire side on, John Woo-style. And when there's two of them it's wonderful.

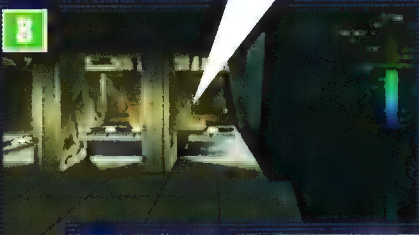


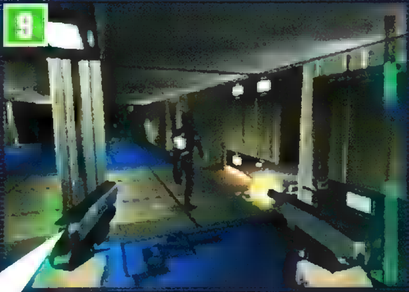
△ *Don't be deceived. These two are exceptional bits of kit. Atop the DataDyne building, they'll take care of business. And then some.*

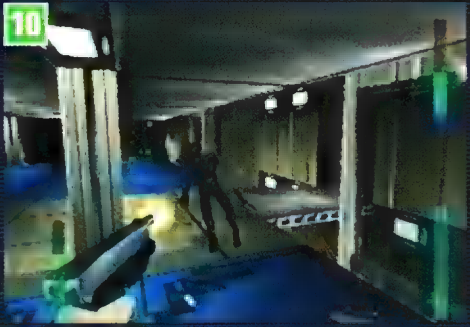
DARK

For the first time *ever*, concrete *Perfect Dark* playing details. Lock and load...

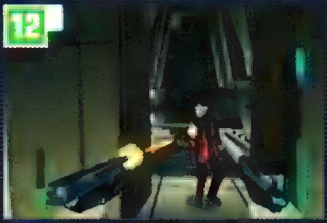
The DataDyne building could conceivably exist. Its architecture is realistic, and its decor consists of stunning-looking glass waiting areas with furniture, like sofas and tables, scattered about for effect (which DataDyne guards sit around in – leading to plenty of stealthy shot-in-the-back tactics). Further on in, you'll get to carpeted areas, with tasty chrome finishing and the occasional marble pillar. Look outside, and you'll be able to see adjacent skyscrapers.

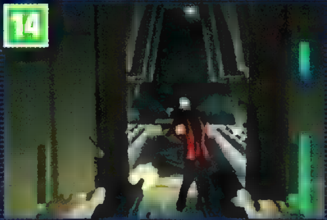


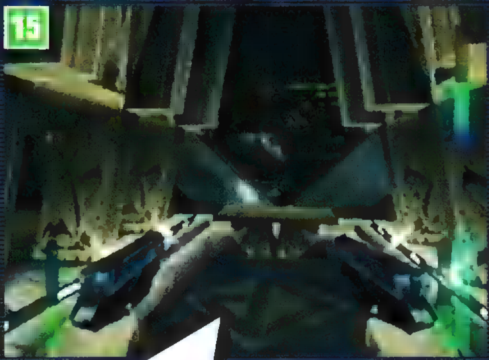




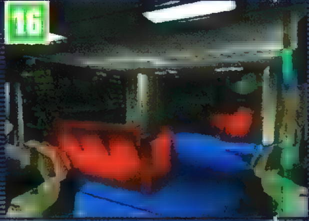
Handling like the Dostovei in *GoldenEye*, this bottom of the range *Perfect Dark* pistol is still superb, and comes complete with laser sight for precise targeting.

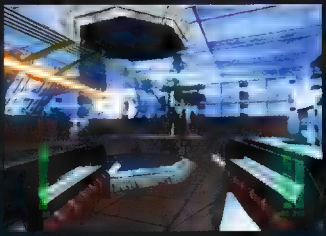






This conference room is, unbelievably, empty, despite having an incredible amount of time lavished upon it by the Rare design team. But that's *Perfect Dark* all over: the detail in the game is astonishing. You can see through to other rooms via grates in the walls, and even pick out helicopters swooping past the glass. Just a few of the reasons why *Perfect Dark* is soooooo good.



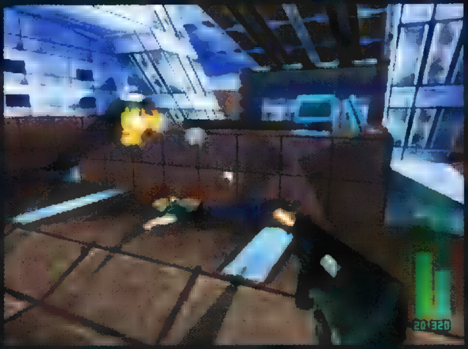


AR34

Remember the AR33 in *GoldenEye*? Well, meet its nastier offspring. Like the Alien Gun, it's rapid fire, but where it really scores points is in its accuracy in picking out multiple enemies.

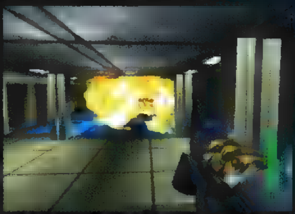
Machine Gun

As you'd expect, the machine gun fires off rounds faster than you can blink. But, like the KFV Soviet it sways a little, meaning you have to use the game's lock on to rid yourself of those foes.



Rocket Launcher

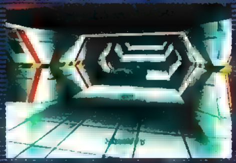
With the game's fabulous lock-on, the new Rocket Launcher is lethal. Pinpoint an area on an enemy, then fire off the Launcher's twirling silver cases for maximum body part scatterage. Like the original version, however, you've got to make sure you don't fire it off in tiny environments, or it's thankyou and goodnight.

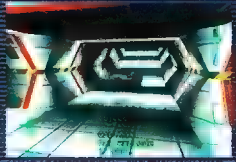


△ *Nasty? Ooooooh, yes. It's not got 'Caution' written on its side for nothing, you know.*

GO! GO!

REVEAL YOURSELF
One new addition to *Perfect Dark* is the scanner, demonstrated here as we wandered through the DataDyne labs. When you come across an item (or even person, if you're at a distance), you can use the scanner to 'assess' the object. It will then give you a breakdown of what the object is, what it does and whether it's dangerous. Here, the scanner reveals that the weapon we've assessed "may explode if shot". Fortunately, it's okay to pick up and fire off.

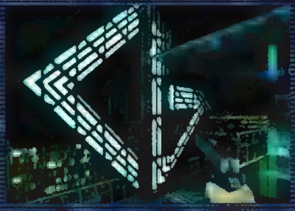




loading ENVIRONMENTS

DataDyne Rooftop

Preceded by one of the finest real-time cut scenes you'll have ever seen, the rooftop sees Jo swinging in from a 'copter, and aiming to work her way down into DataDyne and its labs.

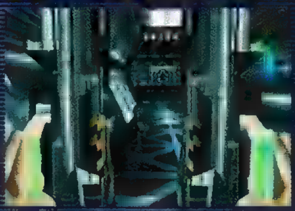


△ *After being dropped onto the roof, Jo has to use some super-stealth to get inside.*

DataDyne Labs

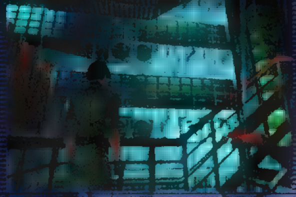
This is the one we simply can't wait for. Not only is there the now famous alien trolley escape, but also the introduction of the stolen Alien Gun to spice up those death scenes a bit.

▽ *A brilliant, brilliant section – complete with twin guns.*



Chinatown

A rainy San Francisco sees Ms Dark enter Blade Runner territory. Smog, jets of steam shooting from every angle, plenty of Chinese scrawl across the walls and a fantastic VIP protection mission. Yup, chicken with cashew nuts, ta.

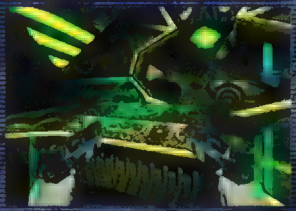


△ *Would you believe there's around an hour and a half's worth of cut scenes in PD?*

Shipwreck

With a look borrowed from the Alien films, Shipwreck is set inside a crashed extra-terrestrial spaceship embedded at the bottom of the ocean. A genuinely scary, pitch dark mission, this, with ace sounds, including distant screams.

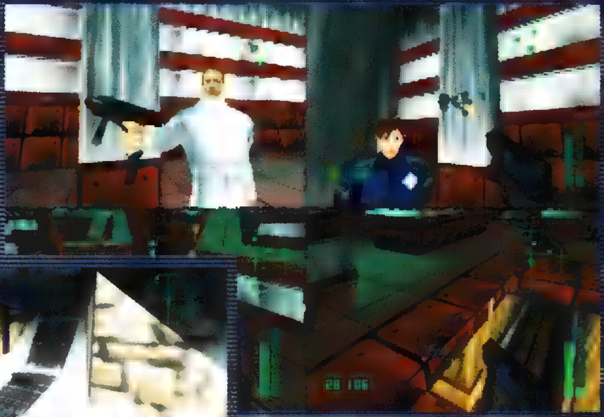
▽ *A computer console, used in the same way as those in the Facility in GoldenEye.*



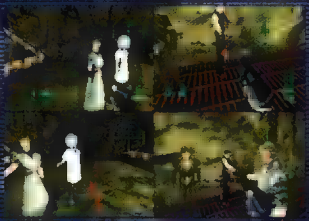
loading DEATHMATCHES

First off, the most surprising admission by Rare at the show was that *Perfect Dark* includes both the Temple and Complex multiplayer levels from *GoldenEye*. Disappointed? Don't be. There'll be an unconfirmed number of new ones – up somewhere around the 12 mark, and including the cream of the one-player missions (including the DataDyne labs and alien shipwreck) – and both the aforementioned favourites will differ from how they once were.

Firstly new lighting and textures have been included to make both appear sparkling and new but, more significantly, *Perfect Dark* now allows players to drop down holes and jump from higher levels, both abilities that change the Complex and Temple levels substantially. Additionally, the arenas are fantastically fine for sniping, which means an ideal opportunity for a FarSight entrance. A weapon, by itself, which completely changes deathmatches forever.

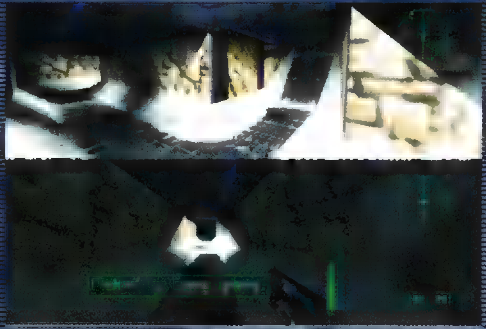


△ *Jo in the top right, there. And the other guy? DataDyne special forces.*

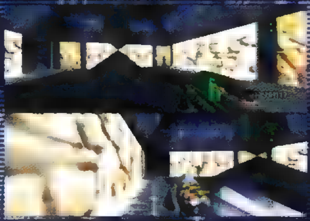


△ *Fantastic! You can even play as the little Roswell aliens. All be it ones with a PhD in chemistry.*

▽ *The number of arenas hasn't been confirmed yet, but this one looks brilliant. That's snow joke, either. Ahem.*



Because of the lock-on, picking off distant enemies is now even easier. ▷



loading GAME BOY PAK

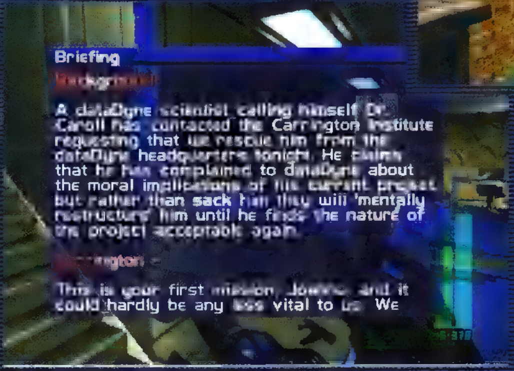
A stroke of genius on Rare's part (almost certainly after they read the suggestion in **N64**'s very own Perfect Day reader write-in) was making *Perfect Dark* compatible with the Game Boy Camera. Take a photo of yourself using Nintendo's terrific picture-taker and then – brilliantly – download your face into the game's multiplayer, mapping it onto a body of your choice in the superb Create-a-Player mode. Of course, credit where its due: suggesting a feature like that and actually *implementing* it are two entirely different things, and actually being able to play *as yourself* in *Perfect Dark* only further proves Rare's immense talent. This feature wasn't up and running in last month's general E3 show version but we did get a gander at it behind closed doors. And the fact that you can not only create a multiplayer character with your face on it, but also make him as fat or as thin, as beardy or as clean shaven, and as bubble permed or as mulleted as you want is just mind-blowing...

Nintendo
NINTENDO

Duncan Botwood/Designer/*Perfect Dark*

What was the inspiration behind *Perfect Dark*?
Mostly films we'd seen and really adored. Blade Runner is a classic that we really took on and there's definitely some homage paid to that. We liked the format of *GoldenEye* a lot and we just chose to expand upon it. As far as the plot is concerned, it's our own take on the futurist alien contact thing and I think it works quite well.

How much of the *GoldenEye* engine is actually being utilised?
It's changed a hell of a lot. We've got a new system for moving around which has been constructed from the ground up basically. In *GoldenEye*, you couldn't fall off edges and you can now. There's a lot more freedom and this is probably going to cause a bit of a split feeling for some people who are used to the old *GoldenEye* way and liked that kind of safety around edges. It's also going to put a whole new twist on some of the old multiplayer levels that we've put in such as the Complex and the Temple – and we're going to put a few more in there. We're working on some other things to do with edges that will probably be quite good fun. But that's probably the most fundamental thing that's changed.



Briefing

Background

A dataDyne scientist calling himself Dr. Caroll has contacted the Carrington Institute requesting that we rescue him from the dataDyne headquarters tonight. He claims that he has complained to dataDyne about the moral implications of his current project but rather than sack him they will 'mentally restructure' him until he finds the nature of the project acceptable again.

Carrington –

This is your first mission, Joanna, and it could hardly be any less vital to us. We

△ *There's the same kind of briefing system in the game, including comments from a Moneypenny-like Carrington. Nice, that.*

So there's no option to jump?
I still don't believe that it's a thing that you ought to have; I can't see a reason for it. I mean, games like *Zelda* manage perfectly well without a jump button. We have enough fun in *Perfect Dark* without it.

How many levels can we expect to find in *Perfect Dark*, then?
I think there are around 22 levels broken up into 12 or 13 missions. We have continuity with locations. Taking the first mission as an example, you've got three levels: Skyscraper, the basement beneath (and research labs), and the third one, which is getting out again.

And there's loads of tasty weaponry to fire off too?
There's going to be quite a few. Hopefully it will be set up so that you can tell the different characters and factions in the game from the weapons they have. DataDyne, because they are this big, evil corporation, will have large, military-type guns. While another faction, being a more covert operation, will have smaller, less powerful but more operational weapons.

Any personal favourites?
I could blow my own trumpet because I designed a couple of the weapons, but I won't. I think my favourite one has to be the FarSight just because of what it can do. We were playtesting the game at first with the scope, which is vitally important as you always have to playtest these things, and the fact that you could shoot anywhere, it just seemed to be lacking something. The levels were designed in such a way that you could run around freely and that kind of kills the sniping mode. So, what we did was to have a lock-on, so that it automatically sets the distance, and as soon as we put that feature into multiplayer, the FarSight was the gun to have. You'd see four stationary people searching for one another.

How have you incorporated the expansion pak?
We're using it at the moment, but we haven't formally decided to increase the resolution or anything with it. We may go for a general performance improvement, but it's hard to say. I'd like to use it for more background interaction, more objects and things like that.

So, don't you feel it's *that* important?
It just seems that everybody is like, "Oh, RAM pak – that means high-resolution". I'm sure that there are other things that we can do with it so we're just going to have a play and see what comes up.

You have licensed Dolby Surround Sound too...
Yep. We're going to try and get that in all our games now. It just enhances the playing experience hugely.

What's the cartridge size?
At the moment, it's going to be 256MBit. There should be some memory on the cart to save games, setup and that sort of thing. We've got voices in the game as well – stuff like combat speech in single-player mode and in cut scenes. We also have one intro and one outro for every level. All of them have speech and are very cinematic. They're very nicely done.

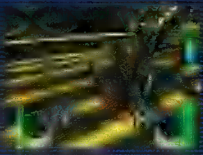
The storyline's obviously a very important part, then?
There's a very strong storyline to it. There are cut scenes that occur occasionally in the levels due to the plot, so it's not just at the start and end always. Whenever there is a plot mix that we find very difficult to get across, then we'll do a cut scene.

What's new in the deathmatch department?
Bots. We hope to be able to have bots for different characters. We want to be able to select a team of bots that can play on your side, or four-player against a team of bots.

Do you think you'll be able to pull that off with a decent frame rate?
We should be able to... it would certainly be nice. We'll have to see, we haven't fully tested it yet. We have this plan. But, yeah, bots are definitely going to feature in multiplayer without a doubt. It's just how many. We'd like to do more than eight, really, but eight seems like a good figure.

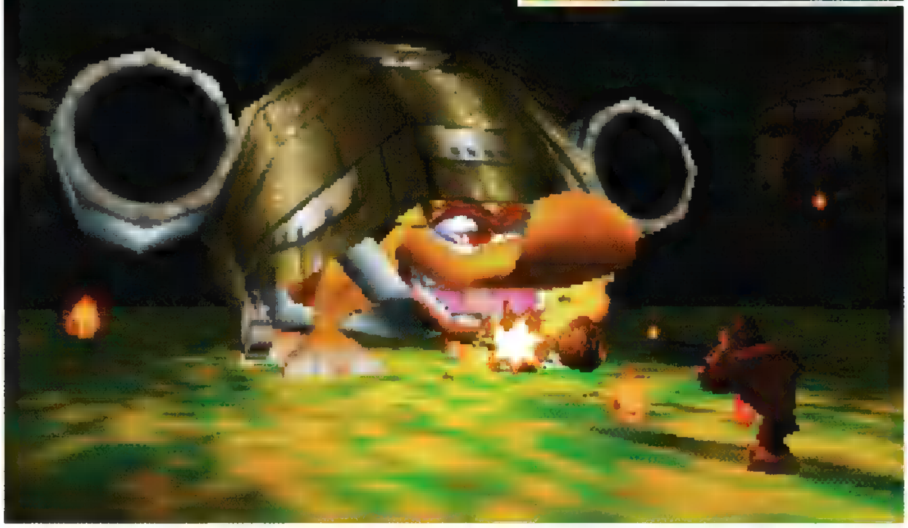
So, you'll be able to play on your own in multiplayer?
Yes, you will be able to play multiplayer games on your own if you have absolutely no friends at all. The way we have it planned at the moment is that you'll be able to select a bot character from a list and it will have a certain personality type. This will give him specific traits including the way he'll attack people in multiplayer and tactics that he'll use. You can also choose the body and the head that you want, and of course, you can map your face into the game with the GB Camera.

SEARCH AND DESTROYED
The peripheral detail in *Perfect Dark* is, as described elsewhere, something quite special. Which is why we had to point out this wondrous section during our exploration of the alien shipwreck. As if the darkened corridors and spooky *drip, drip* sound effects weren't scary enough, we suddenly uncovered this, a dead alien with his brains splashed out across the floor. Which just begged the question: what could have killed him? We ran away. Very quickly.



With many thanks to IGN64 (http://ign64.ign.com)

Donkey Kong 64 features such old favourites as swinging from vines to access new areas.



This artillery-laden tortoise-thing is one of the game's massive bosses.

SPECIAL INVESTIGATION

Donkey Kong returns in his first 64-bit adventure. But is it any good? Well, how could it not be?

DONKEY KO

INFO BURST

DONKEY KONG 64

FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

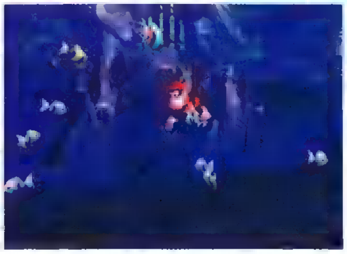
November 22nd

ANTICIPATION RATING

●●●●●

Shades of Rusty Bucket Bay, here. With shotguns.

Chunky, about to be flattened by a spiked roller.



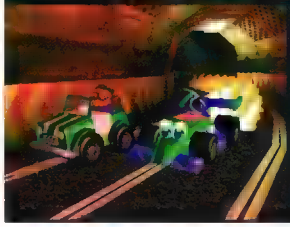
The swimming sections are even better than Banjo-Kazooie's.

Monkey shines

Donkey Kong 64 has massive 3D worlds to explore but there's also a bewildering wealth of mini-levels and games, all of which are vital to success. Here are just a few of them...

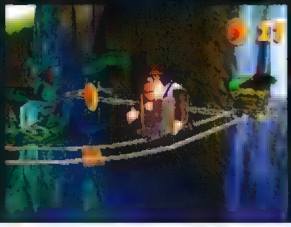
DIDDY KONG RACING

This is really fantastic. Like a huge, ape-mongous scalextric, this section of the game sees Tiny Kong racing a Kremling in lightning-fast slot cars. It's possible, at certain points, to switch onto another 'slot' and this becomes invaluable as obstacles, hazards and the super-violent opponent will all try to scupper your efforts.



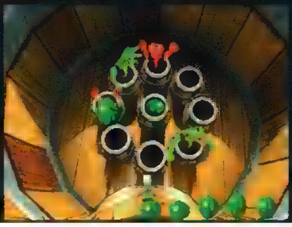
MINE CART MADNESS

Many of you may well remember the mine cart/rollercoaster races from the original *DK Country* games. Well, Rare have sensibly updated these sections for *DK64*, and they're tremendous fun. The aim is to collect 70 coins whilst avoiding vicious cart-bound opposition and it's possible to jump up from the cart and lean to the sides.



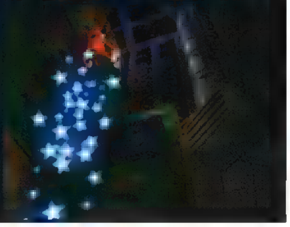
BARREL FULL OF KREMLINGS

The sub-games and mini-puzzles in *DK64* are nothing if not plentiful and varied. This particular game is based on those crocodile-bashing machines that populate seaside arcades. Kremlings pop randomly out of barrels and try to attack you; it's a real test of skill and reflexes to nobble them before they get the chance to nobble you.



MONKEY BARREL ROCKET

Remember the barrel-firing from the SNES *Donkey Kong* games? *DK64* features these in smashing 3D. The aim is to get to otherwise-unreachable areas by firing yourself from barrel to barrel. When in a barrel, the view changes to first-person, with a crosshair to help you hit the next cask.



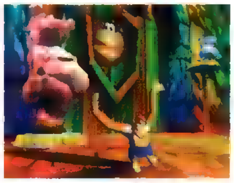
CHARACTER CLASS

Donkey Kong and Diddy are joined in *DK64* by three other, never-before seen friends. And here they are:

Tiny: A small female Kong, like Dixie (from *DK Country 3*), Tiny can use her ponytails to fly. For a while.

Chunky: Chunky is a huge and hulking Kong, slow but very strong indeed.

Lanky: The most interesting of the new characters, Lanky has incredibly long, flailing arms, which are the source of many of his moves.



SURPRISE TIME

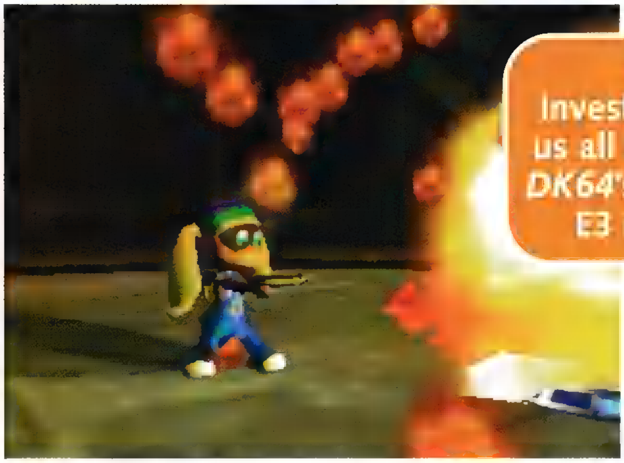
Remember Funky Kong? In *DK64*, he runs a shop, which seems to appear on most levels. However, when we managed to reach one of them, Funky told us that he "wouldn't be open until Christmas". What can it mean? We've got two ideas. Either there'll be some kind of Christmas event in the game, or *DK64* will actually be time-coded, so that something may well happen when it's *actually* Christmas day. Far-fetched? Who knows...

MOTOR BOAT?
LEAVE CABIN

NG 64

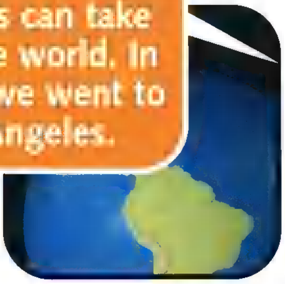
Rare couldn't have picked a better time to show their latest masterpiece than at this year's E3. Having released only a paltry *three* screenshots of the game, no-one really knew what to expect of it, and, with Nintendo not having a big name game of their own to show off, one of the gaming world's most famous characters was *always* going to be the centre of attention.

As such, expectations were high for *Donkey Kong 64*, and nobody who saw it was disappointed. First impressions may well have left most people with the feeling of a bigger, brasher *Banjo-Kazooie*, but having sat down (or stood in front of) the game for several hours, the great ape and chums soon revealed their true colours and promised to deliver a game more ambitious, advanced and packed full of pure gaming quality than almost anything that's coming up (the



◁ Does Tiny Kong have access to some kind of flamethrower?

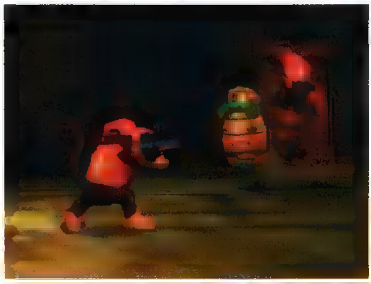
Our Special Investigations can take us all over the world. In DK64's case, we went to E3 in Los Angeles.



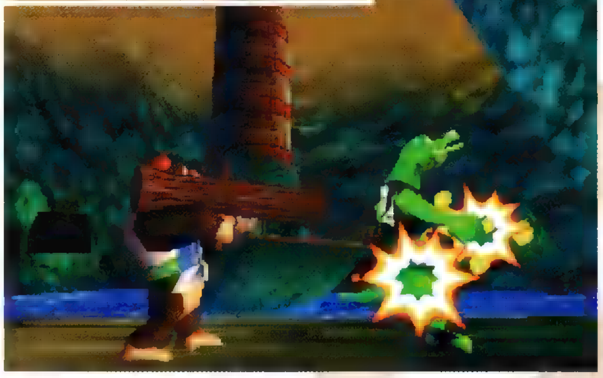
GO! GO!

Ape equipment

As well as featuring multiple characters with bagfuls of different modes and abilities, *DK64* also gives you access to equipment that certain characters can use at different times during the game.



Diddy auditions for the next John Woo film. Chow Yun Fat, eat your heart out.



A Kremling feels the business end of Chunky's bazooka.

SHOTGUN

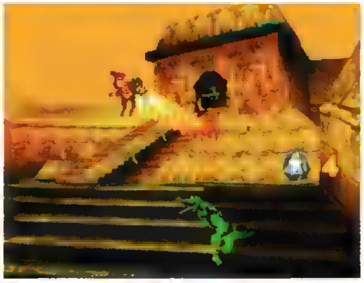
The trusty double-barrelled variety, naturally. Available to Donkey Kong himself, this short-range weapon packs a mighty punch guaranteed to fell almost any foe.

BAZOOKA

Belonging to the never-before seen Chunky Kong (he's big and strong), the Bazooka is a long-range, explosive weapon that's not entirely accurate. Very nice indeed.

PISTOLS

Ever fancied seeing a pistol-toting Diddy Kong? Well, you can now, as everyone's favourite chimp can tote two mini-guns in a John Woo style, just like in Face/Off. Almost.



Diddy Kong jet-pack action. Great fun.

JET PACK

Another piece of kit that young Diddy can make use of, the Jet Pack is great fun, a bit like the Rocket Belt in *Pilotwings*, but easier to control. And much faster.

FUTURE LOOK

Rare have a habit of foretelling the future in their platform games. Does anyone remember Wrinkly Kong playing an N64 in *Donkey Kong Country 3*? It was especially clever, seeing as the N64 wasn't even out when it was released. We have a feeling there may be something Dolphin-related somewhere in *DK64*...

Chunky is tremendously strong – hence this boulder-lifting.

honourable exception, of course, being *Perfect Dark*).

Ostensibly a 3D platformer, *DK64* proves to be much, much more than that. The game's main levels are as huge and sprawling as we'd hoped them to be, full of trees to climb, bananas to grab and beasts to avoid. But, rather than taking Donkey Kong himself through each level until you get to the end, the game holds objects and places that can only be obtained by certain members of *DK64*'s five-strong family: Donkey, Diddy, Tiny, Chunky and Lanky. Each of these characters has their own individual abilities – such as Tiny's helicopter-style ponytail-swinging or Lanky's spasmodic flip through the air with his long and gangly arms – and this means that each character has his or her own mission objectives and route through each level (meaning that backtracking never gets tedious). Certain areas in each level can *only* be unlocked with a certain character – but it's up to you to discover which character you need, to do, or get, a certain thing. The potential for lifespan and replay value is *enormous*.

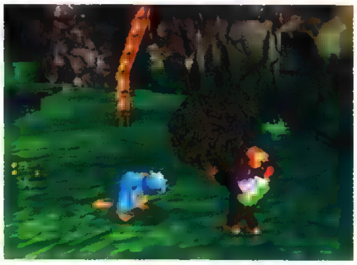
And then there are the squillions of different mini-levels and sub-games (see Monkey Shines), copious weapons and equipment (see Ape Equipment) and the stunning technical achievements. *Donkey Kong 64* looks absolutely jaw-dropping. The animation is amazing, the draw distance vast – you can see *way* into the distance, with no fogging, or pop-up, at all. Coloured lighting and exemplary light-sourcing abound, creating shadows and bathing objects and characters in the correct hue, just as you'd expect it to in real-life. The control is silky-smooth, and the game runs at a frightening speed. And most of all, it's simply *gigantic*.

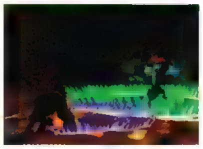
All of which might explain why *DK64* absolutely *won't* run without the expansion pak. And also why the expansion pak is going to be given away *free* with the game when it's released on November 22nd. However, rather than simply allowing the game to run in a higher resolution, Rare have used the expansion pak to help with the aforementioned technical triumphs. Since *DK64* is marvellously crisp, clean and wonderful-looking anyway, the extra memory is being put to use in helping with frame rates, providing extra lighting and shading, and helping the N64 cope with allowing you to see all of the game's huge levels. It's a remarkably innovative way of using the pak, and rest assured that other companies will start to utilise the little red box o' joy for more than sharper graphics, now that Rare have once again broken a few boundaries.

All too-good-to-be-true news, then. Or is it? Well, we have a couple of small gripes. Despite looking remarkably advanced the camera isn't, as yet, up to the standard that we're used to. Despite a *Banjo*-style arrangement, where it's manipulated via the C-buttons, the camera wasn't quite effective enough. Tapping R (again, like *Banjo*) didn't centre the camera behind your chosen ape very accurately, and, when you did try to 'turn' the camera, it tended to get a little stuck on scenery, or just jerked unnecessarily. Having said all this, however, and seen just how much is crammed into the game, we're sure that this is something that Rare will get just right.

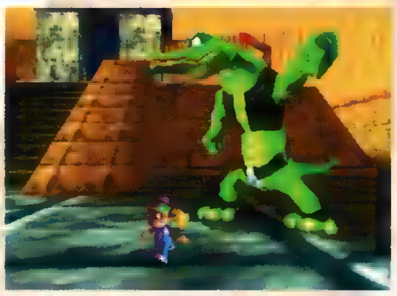
At the time of writing, we've only got four months until *DK64* is due in the shops. And, if you weren't looking forward to it enough, we haven't even mentioned the four-player deathmatch. Look to the heavens, right now, and thank the Lord for Rare.

VISUALS *Coloured lighting and exemplary light-sourcing abound, creating shadows and bathing objects and characters in the correct hue.*





Ace special effects are everywhere. We can't wait.



That's one big Kremling. How's Tiny going to beat him?

NEW & IMPROVED DIGITAL SERVICE

CHEATS & TIPS FOR OVER 1000 GAMES

INTERACTIVE TELCOM

N64, PSX, PC & GAMEBOY

NINTENDO 64 CHEATS & TIPS

CHEAT MASTER

HI I'M THE CHEATMASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLD'S LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

Aero Fighters Assault
Aero Gauge
All Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Racing Adventure
Blast Corps
Bio Freaks
Body Harvest
Bomberman 64
Buck Bumble
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Diddy Kong Racing
Doom 64
Dual Heroes
Duke Nukem 64
Extreme G 1 and 2
F1 Pole Position
F1 World Grand Prix
Fifa 64, 98 & 99
Fighters Destiny
Flying Dragon
Forsaken
F Zero X
Gex
Glover
GoldenEye
GT 64 Championship Edition
Hexen
International Super Soccer
ISS '98
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Mario Karts
Mario Party
Micro Machines 64
Milo's Astro Lanes
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat Trilogy
MRC Racing Championships
Nagano Winter Olympics '98
NBA Courtside
NFL Quarterback 98
NHL 99
Penny Racers
Perfect Striker
Pilot Wings
Quake 64
Rampage Universal Tour
Rampage World Tour
Rogue Squadron: Star Wars
Rush 2
San Francisco Rush
SCARS
Shadows of the Empire
Snowboard Kids
South Park
Space Station
Star Wars Racers
Star Wars: Rogue Squadron
Super Mario
1080 Snowboarding
Top Gear Rally
Top Gear Overdrive
Turok 1 and 2
Vigilante 8
Virtual Chess 64
Virtual Pool
V Rally
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wetrix 64
WCW Vs NWO World Tour
WCW Vs NWO Revenge
World Cup '98
WWF War Zone
XG2
Yoshi's Story
Zelda

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

PRESS ✱ TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

AUDIO SERVICE

09066 098013

Calls cost 60p a minute to this number

Please ensure you have the [illegible] of the bill payer before calling and that you're calling from a [illegible] phone. [illegible] exceeded [illegible] minutes the call will be [illegible] of the [illegible] Interactive [illegible] Ltd, St Austell [illegible]

CUSTOMER SERVICE: 0845 0202011

HI I'M THE CHEAT MISTRESS. WHY DON'T YOU CHECK OUT MY SPECIAL FEATURES!

FAX CHEATS & TIPS NEWSLETTER

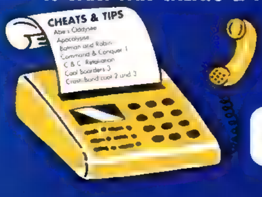
N64 & PSX FAX-BACK

CHEATS, TIPS, REVIEWS & WALKTHROUGHS FOR ALL THE TOP GAMES INCLUDING:

Zelda
GoldenEye
Fifa 99
V-Rally
Beetle Ad Racing
Castlevania
Micro Machines
Rogue Squadron
South Park
WCW Revenge
Vigilante 8
Turok 2

Plus the latest NEWS, CHARTS and a chance to WIN over £10,000 worth of prizes

To order FAX CHEATS & TIPS, lift the handset on your fax machine, dial the number below and follow the simple instructions.



FAX-BACK SERVICE

09062 994950

Calls ONLY cost 25p a minute to this number

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN

GAMEBOY COLOR
10 TO BE WON
GRAN TURISMO 2
50 COPIES TO BE WON
28in COLOUR TV
MOBILE PHONE
10 TO BE WON
PLAYSTATION
10 TO BE WON
NINTENDO 64 plus GOLDENEYE
10 TO BE WON
DREAMCAST
5 TO BE WON

09067 340921

Calls cost £1 a minute to this number

HUNT THE PRIZEMISTRESS

Call the number above, select the prize you desire & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

Please [illegible] you have permission of bill payer. Calls [illegible] £1 a [illegible]. Maximum call cost £3. All entries [illegible] received by the closing date of 30th November 1999. Ensure you're calling from a touch [illegible] phone. There is [illegible] limit to the amount of entries any individual [illegible] make. At least [illegible] of each [illegible] awarded on the closing date and this is not dependent on the number of [illegible] received. However winners for each prize, at volumes as stated below and up to the maximum offered over the [illegible], will be selected before [illegible] closing date each time [illegible] number of entries reaches units of 100,000. For each unit of 100,000 entries 5 copies [illegible] Gran Turismo 2, [illegible] PlayStation, 2 N64/GoldenEye, 2 [illegible] phones, [illegible] Gameboy Color, 1 Dreamcast and 1 28inch Colour TV will be awarded [illegible] then again every 100,000 entries. Send a [illegible] for [illegible] competition rules to Interactive Telcom, West Carclaze House, St Austell, PL25 5RY.

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA

It's *Wipeout* – in a pod! (Only it's Star Wars and much, much better.) Good-o.

STAR WARS EPISODE 1: RACER

GO TO PAGE 58

N64 MAGAZINE ARENA

HOW IT WORKS

Team 64 are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

Guide to scoring

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth. Plus! Get £5 off any Star Game at Gameplay, using the voucher we provide with every Star Game review. Brilliant, eh?

85% and above	*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge.*
84% - 70%	*If we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*
69% - 50%	*Every so often there comes along a game that's perfectly playable but just isn't special in any way, and simply doesn't make good use of the N64.*
49% - 20%	*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*
19% - 0%	*The disaster zone. There have been a couple and we've not shied away from telling you the whole truth about them.*

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics. Does the game reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off?

9 MASTERY

How well does the game make use of the incredible hardware?

9 LIFESPAN

You'll want weeks of play but does the game peter out prematurely?

VERDICT

How much fun is this game going to give you? Look to the left to see how this works.

CHARLIE BLAST'S TERRITORY

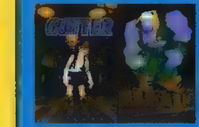
Brain-tickling puzzlement with Charlie and his builder's bum. We won't pretend it's good.

GO TO PAGE 64

IMPORT ARENA

The games they're playing in America and Japan.

SUPER BOWLING



Bowling in not-at-all-bad shocker! Great...

GO TO PAGE 68

BOTTOM OF THE NINTH

If all else fails, there's always a spot of baseball.

GO TO PAGE 69

Team 64

Star Wars Episode I: Racer, then. It's smooth, beautiful and exhilarating, just like Jes' bald patch. So, to coincide with its release, we decided to split into two and take the sofas for a spin. Hold on tight...

Pete Travers
Muppet Pete looked like he was watching Corrie rather than ripping up the road at 600mph. "It's just how I am," he explained, before slipping into a coma. Pete is wrinkly, old and mumbles.
Game of the month: **Super Bowling**

Wil Overton™
This month, Wil paid a visit to the offices of Deed Poll and officially changed his name to Darth Barnet, to tie in with the Star Wars theme. "Use the for... er, how does the next bit go?"
Game of the month: **Star Wars**

Tim Weaver
It's little wonder Tim looks frightened out of his tiny little mind. "I was wearing the same jumper in **N64**/*27," Tim explains. "People are going to think I'm smelly." Mmm. Funny, that.*
Game of the month: **Star Wars**

Andrea Ball
Refusing to sit in between 'baldy' and 'sweary' "because they're both morons", Andrea tried her best 'scared' impersonation. At a Boyzone concert, by the look of it.
Game of the month: **Star Wars**

Justin Webb
Yeti-haired Paul was piloting the chair, and so he didn't see the lampost until he was three miles past it. By which time, of course, it was too late to retrieve Jud's arm. And re-attach it.
Game of the month: **Super Bowling**

Paul Edwards
This month, Paul went to Newquay for some major 'hang ten' in Britain's glorious sewage. "I'm telling you, man, it's gnarly. Radical. Pilfy. Erm, I have no idea what I'm talking about."
Game of the month: **Charlie Blast's**

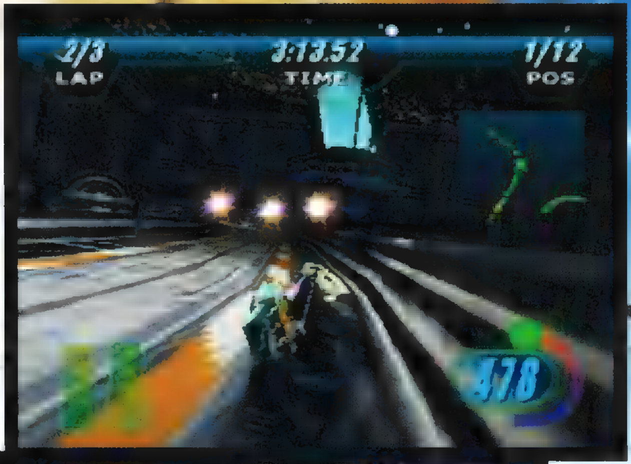
Martin Kitts
"This 600mph sofa racing really gets the adrenaline going," said Martin. "Like dumping a body, or veering your car purposely across the road to squash an injured badger."
Game of the month: **Star Wars**

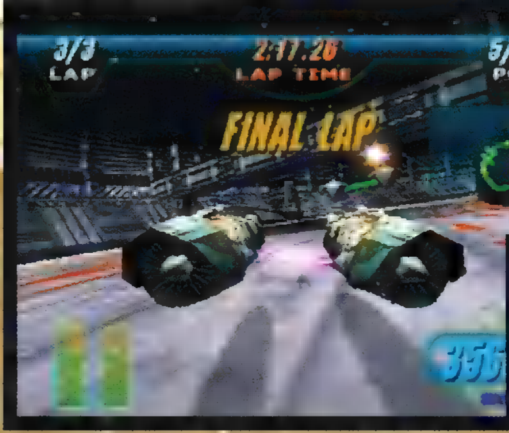
Jes Bickham
Since his trip to America, Jes appears to be under the impression that he's a real Yankee. "I don't wanna have to kick yer ass, boy!" he shouted at Martin. Jes ended up in hospital.
Game of the month: **Star Wars**

PREVIOUSLY IN N64 You'll find a marvellous *Stars Wars Episode 1: Racer* Special Investigation in **N64**/29

PLANETS
The 25 tracks are spread over eight different environments from the Star Wars universe (or at least a part of it that we don't remember from the original films). Anyway, if you want to know where the next films in the series will be set, here's the complete run-down:

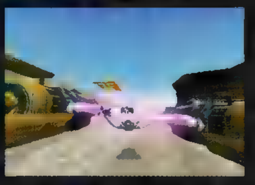
Tattooine
Mon Gazza
Ando Prime
Aquilaris
Malastare
Oovo IV
Ord Ibanna
Bargonda





△ *Approaching the awesome anti-G section on Oovo IV.*

Anakin's trusty [illegible]-striped pod racer. A good choice for the beginner. ▽



STAR EPISODE

Great racing game you are. Mmmm.

INFO BURST

STAR WARS EPISODE 1: RACER

FROM:	*LucasArts/Nintendo*
CART SIZE:	*256Mbit*
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

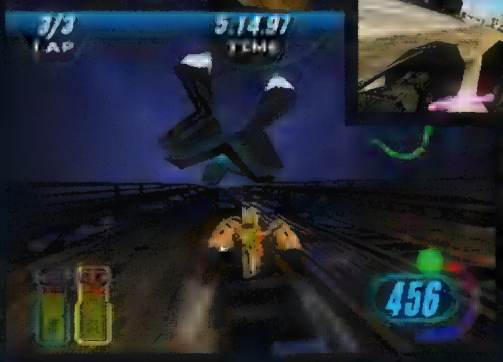
🇺🇸	🇬🇧	🇯🇵
Now	Now	TBA

COST: £50

Unless you've been hibernating for the past six months, you can't have helped but notice the furore accompanying a certain summer sci-fi blockbuster. Star Wars Episode 1: The Phantom *Menace* is its name. Quite possibly the worst title ever, and if the savage US critics are to believed, then the movie itself isn't much better.

No matter though, because the Star Wars name is a guarantee of huge commercial success and fond memories. After all, the original film took a critical pasting back in 1977 (test audiences actually laughed at it), and it hasn't looked back since. We won't get the chance to see the latest instalment in this country for another month, but we can get our hands on the first of a trilogy of games based on the new movie as a little taster of what's to come.

And if LucasArts' latest N64 title is any indication of the quality of Phantom *Menace* the movie, then the critics have got it badly wrong, because *Star Wars Episode 1: Racer*, as the game is known, is tremendous fun.



△ *Wow! The first-person camera view is amazingly great fun.*

WARS 1:RACER

Shop around

You can buy your pod parts at the reputable dealership frequented by R2-D2 and chums, or you can have a rummage around in the junkyard. Sometimes you'll find a choice part of a wrecked pod just lying around – turbo engines, efficient cooling systems, and other top mechanical stuff. Unfortunately you'll have to pay through the nose for it, because the owner of the junkyard won't let you take anything without first violating your wallet, and recycled parts might blow up in your face if you don't have the pit droids to repair them. Still, it's a good shortcut to a better pod, if you can afford to risk it.

△ You'd be lucky to find a shiny new engine in the junk.

Some of the junkyard parts aren't really up to the job, but you can sometimes find a gem. ▷

KERRR-ASH!
If you hit a solid object with enough force, your pod will explode into a shower of tiny pieces. It's actually the worst visual effect in the game, because it's all over so quickly. One moment you're heading towards a wall, the next your craft has evaporated, popping open to reveal nothing more than a few spinning polygons and a lot of air. It spoils the illusion of solidity created by the otherwise excellent graphics, making what was once a huge, beefy pod vehicle look like a badly made Airfix model. Damn shame that.

Upgrades

Once you've accumulated a decent wad of cash you can spend it on all sorts of new parts to make your pod racer more capable of beating the elite pilots. There are seven areas you can upgrade – traction, acceleration, brakes, turning, top speed, cooling and repair. The last two are just as important as the other more traditional racing attributes, because without decent cooling and repair systems you're likely to spend a lot of time blowing up and waiting to be put back on the track.

Each aspect of your pod's performance can be upgraded in many ways. ▷

Certain cheaper parts are liable to give out on you during the heat of a race. ▽

MAIN MENU
LOOK AROUND
START RACE
INSPECT VEHICLE
VEHICLE UPGRADES
BUY PARTS
JUNK YARD
BUY PIT DROIDS
CHANGE VEHICLE
OPTIONS

GO! GO!

REPAIRS
Scraping the sides of the track can seriously damage your engines. Every time you hit something you'll see a shower of sparks and a diagram will flash up in the corner of the screen to show you where the damage is located and how serious it is – too many red patches and you'll lose an engine, causing you to spin out of control. Fortunately you can repair your engines while you race by holding the R button. Steering heavily cancels the repair, so you can only do it on a straight, and you'll lose a lot of speed while the repair systems kick in. Still, it's better than crashing.

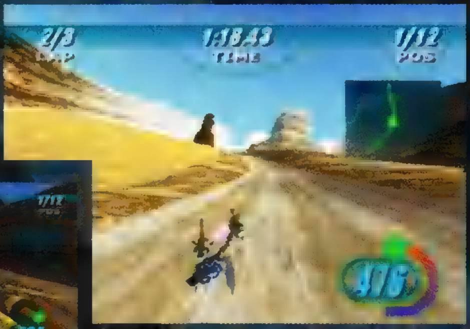
Amateur circuit – TRACK TOUR

There are 25 tracks in the game, divided into four different leagues – amateur, semi-pro and galactic have seven tracks in each, and invitational has four. Initially only the amateur league is selectable, and you have to finish in the top four in order to move on to the next track. Many of the later tracks are based on these amateur levels, sharing some of the same track sections, so it's important to get a good basic knowledge early on.

Boonta Training Course

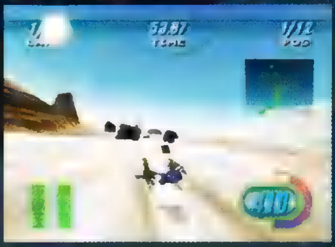
Planet: TATOOINE
Track Favourite: SEBULUA

The desert home of the Skywalker clan plays host to the simplest track in the game. The sweeping corners are easy to negotiate without having to bank at all, but there are a couple of sections where use of the Z button will shave a good few tenths off your lap time. The only hazardous section is in the boulder-strewn prairie, where a collision with one of the larger rocks can easily rob you of an engine.



△ Hold Z, ease the joystick to the left, and sweep majestically around the bend.

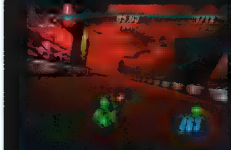
▽ The rocky bit is the only really hazardous section on the track.



Mon Gazza Speedway

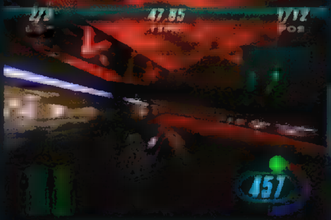
Planet: MON GAZZA
Track Favourite: TEEMTO PAGIALES

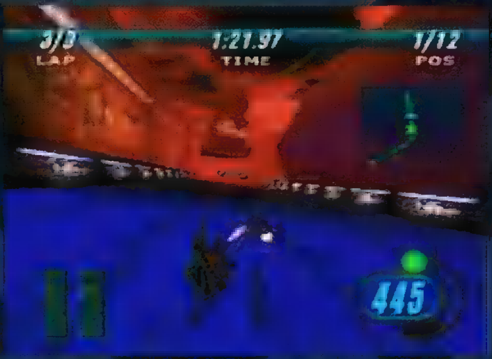
This short, fast track quickly established itself as a favourite here in the office (at least until we got onto Oovo IV). Lap times are in the F-Zero X region, it's wide enough to avoid any contact with the other racers, and it's very easy to complete three laps without ever touching the walls, making it a great one for finely tuned time trials. Plenty of opportunity to turbo, but keep an eye on the temperature gauge.



Use the boost on this long ▷ straight, but be careful.

▽ A good bit of tight cornering here, and first place is a certainty.



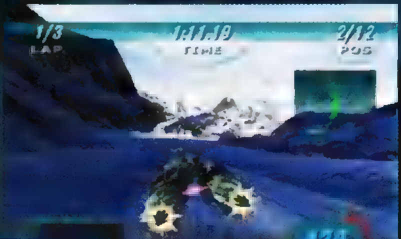


Beedo's Wild Ride

Planet: ANDO PRIME
Track Favourite: ALDAR BEEDO

Every racing game needs the occasional icy track, and Ando Prime is where you'll find them in *Episode 1: Racer*. Unfortunately the slippedy-slidiness doesn't make any difference to the pod racers' handling, since they never actually touch the frozen ground. The blinding whiteness just makes the track more difficult to judge, and there are some horrendous tunnels and arches to negotiate.

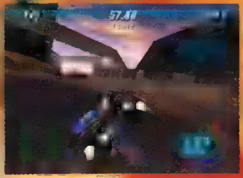
▽ The bright white backgrounds are bad for visibility.



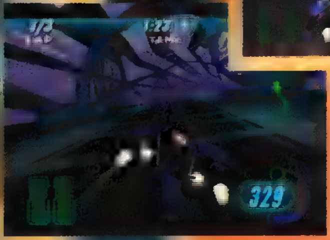
△ Tilting the engines back ensures a softer landing after this big jump.

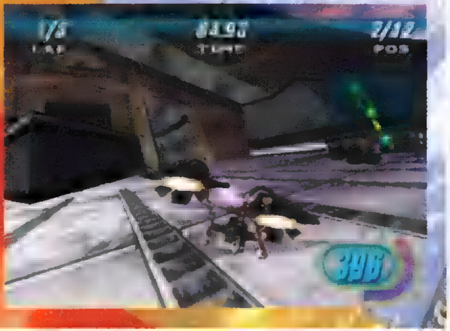
Aquilaris Classic

Looking like something out of a Mad Max movie, Aquilaris introduces multiple routes, and [illegible] sections of track with huge streamlined pillars dividing the road in two. A few slow practice laps are essential before you try to tackle the course at full speed. There are a couple of excellent straights which are ideal for an extended burn of the turbos, and some nice weavy sections to bank and swerve around.



▽ It's dark and damp down in the tunnels of Aquilaris.





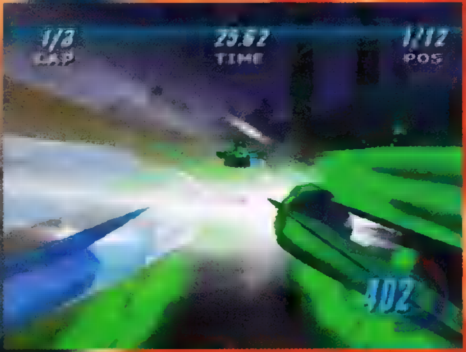
Planet: AQUILARIS

Track Favourite: CLEGG HOLDFAST

△ Use the force to stay away from the track walls (or just cross your fingers!)

Malastare 100

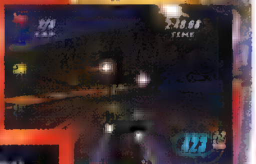
With its buzzing insects and glowing green swamps, Malastare reminds us of the Death Marshes from *Turok 2*. Skimming low over the swamps leaves a toxic vapour trail in your wake, which is a fantastic visual effect when there are several pod racers speeding across the swamps together. The track is designed for velocity rather than tricky cornering, and consequently it's a lot easier to win than Aquilaris or Beedo.

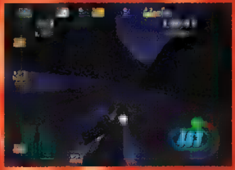


Planet: [illegible]

Track Favourite: DUD BOLT

◁ The tunnels are there to scrape the life out of your engines.

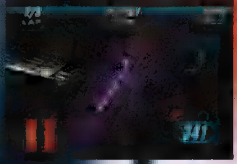




△ Last place. Whoops. Did somebody say this track was easy?

Vengeance

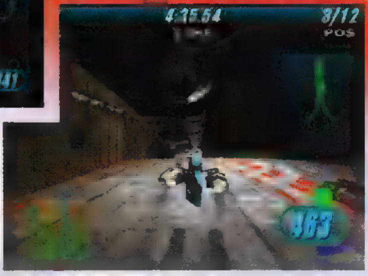
Vengeance has a fairly standard sort of start, building up speed along a winding metallic XG2-style track, before introducing the first of the game's moving obstacles. There's a rotating gate – which is certain to catch you out the first time you encounter it – some spinning cogs and an utterly gob-smacking zero-gravity section filled with asteroids and energy beams. Making Vengeance the prettiest track by far.

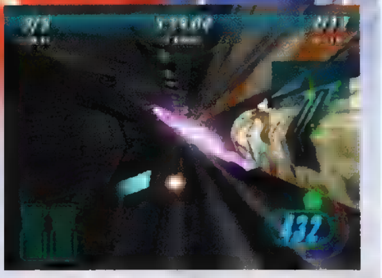


▽ Looks rather nice, doesn't it? It's certainly not slow, either.

Planet: OOVO IV

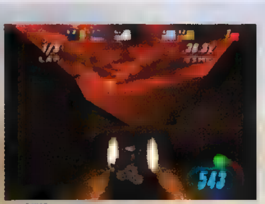
Track Favourite: FUD SANG

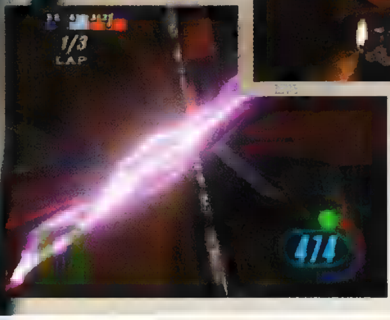




Spice Mine Run

The final track in the amateur circuit is set in a different part of Mon Gazza – in the dusty gloom of the spice mines. It's the closest in look and feel to *Wipeout 64*, with its atmospheric lighting and undulating surface. Since it's the last track, you have to finish in the top three (rather than the top four) to gain promotion to the semi-pro circuit. It isn't as hard as Vengeance, though, so the step up in class will come sooner rather than later.

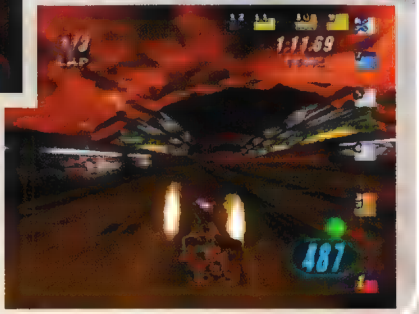




△ [illegible]

Planet: MON GAZZA

Track Favourite: [illegible]



THE PRICE IS RIGHT

There are three different settings you can choose before each race to gamble with your potential winnings. Depending on how confident you are, you can choose to spread the cash (a currency called Truguts) between the top four finisher's out of a field of 12, or award the whole lot to the winner. Choose wisely, because in a winner takes all race, finishing second is no fun at all.

● **Fair**
1st – 800
2nd – 700
3rd – 600
4th – 100

● **Skilled**
1st – 1200
2nd – 600
3rd – 300
4th -100

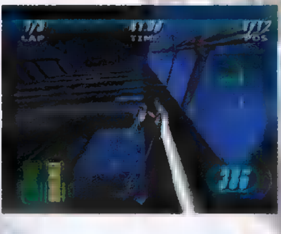
■ **Winner takes all**
1st – 2200

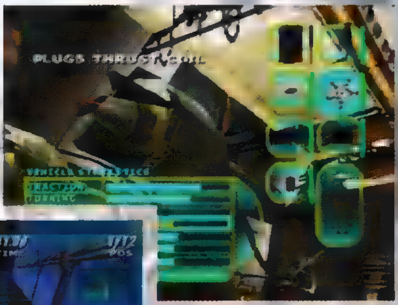
GO! GO!

Booster

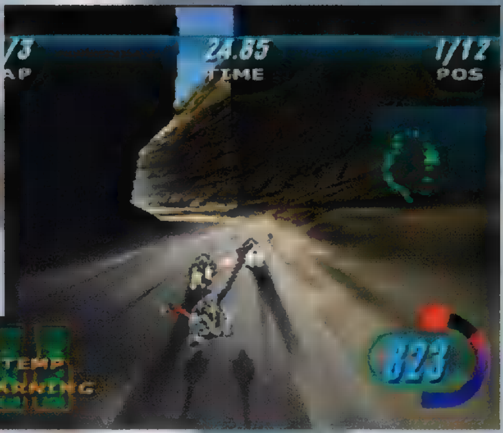
You can turbo any time you like, but to prevent you using it too much the boost system has a couple of interesting catches. Firstly, the method used to activate it is extremely fiddly, and only really practical on long straights: you have to hold the joystick up until the turbo meter fills up, release the accelerator, then tap and hold it to start boosting. Nasty. Secondly, boosting raises your engine temperature. More than about two seconds of continuous boosting is likely to cause a fatal blow-out, so an improved cooling system is a wise, early purchase.

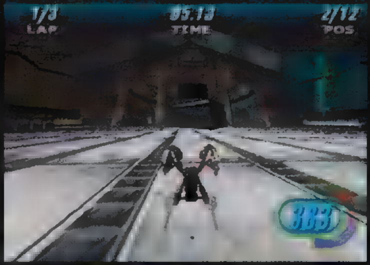
Scraping the walls at high speed produces a lovely shower of white sparks. ▽





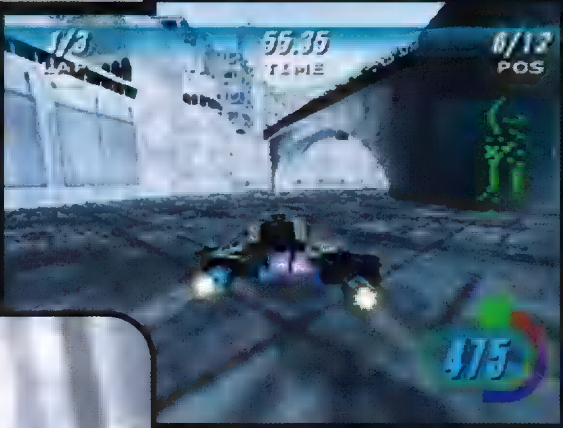
△ *Grabbing a decent engine upgrade gives a huge increase in the turbo performance.*





△ *You'll only ever find a feeling like that in a Star Wars game.*

At nearly 300mph there's barely time to admire the architecture. ▷



Unlike those characters who appeared in Star Wars for about ten seconds before going on to become best-selling cult action figures, *Episode 1: Racer* takes its cue from one of *Phantom Menace*'s most memorable set pieces – a part which is ideally suited to videogaming, consisting of nothing but weird aliens, huge ships, and lashing upon lashing of cheek-flapping speed.

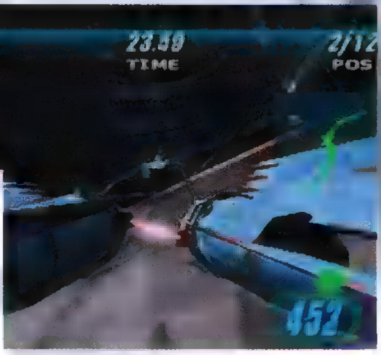
In the film, lardy space villain Jabba the Hutt organises a pod race for super-skilled aliens, which Dark Side whelp Anakin Skywalker duly wins (to the amazement of the assembled onlookers, who have yet to see Anakin's true identity revealed in The Empire Strikes Back). In the game, you can play as the young Skywalker lad or any of his 20 opponents, whilst upgrading your pod, winning races, and generally acting like an intergalactic version of Tom Cruise in Days of Thunder. Forget the rebels, the baddies, the cuddly Ewoks and the Caribbean comedy creature. There's nothing but pure racing in this 256Mbit cart, and it's arguably superior to both *XG2* and *Wipeout 64*, two long established specialist racers.

The best thing about *Episode 1: Racer*, as a quick glance at the screenshots will tell you, is its visual style. It's unmistakably

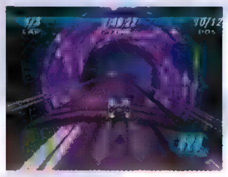
Get behind the wheel

Any self-respecting 3D game has a selection of camera angles to choose from, but in *Episode 1: Racer* it makes a bigger difference than most. There are the standard chase cams, of course, with two levels of zoom, and one with the camera stuck on the front of the pod. But, best of all, there's a driver's eye view of the action – which puts you right in the driving seat, with a superb view of the two massive engines. They tend to obscure a lot of the screen (up to 50%, depending on how hard you're banking) but it really cranks up the racing atmosphere.

Flip the camera around for a brilliant reverse view. ▽



Zoomed out, you get a good view of the track around you. ▷

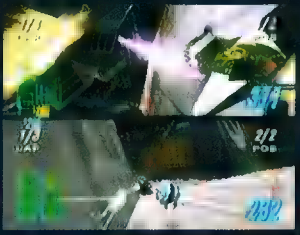


PIT DROIDS

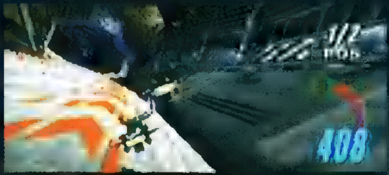
Useful, these. Sometimes an upgrade you've spent your hard won cash on will give up the ghost during a race, particularly if you got the part from the junkyard. Pit droids work on your pod craft between races and fix the damaged bits. And the more of them you employ, the less time you'll have to spend without your flashy new engine or top cooling system. Which is nice.

TWO PLAYERS

The two-player mode is something of an acquired taste, since it's just a one-on-one contest. All the computer drivers are removed, and with many of the courses being extremely long, a crash early on means you might race for another five minutes without even seeing your opponent. The speed and detail are still good though, with only a little extra pop-up in places, and assuming your opponent is of roughly the same standard there are a few laughs to be had with it. It's hardly *F-Zero X*, but we prefer it to *Wipeout* anyway.



△ *It's fast and pretty, but nowhere near as good as it could have been.*

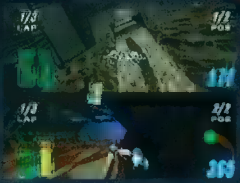


All the tracks and vehicles are available for a two-player race. ▷

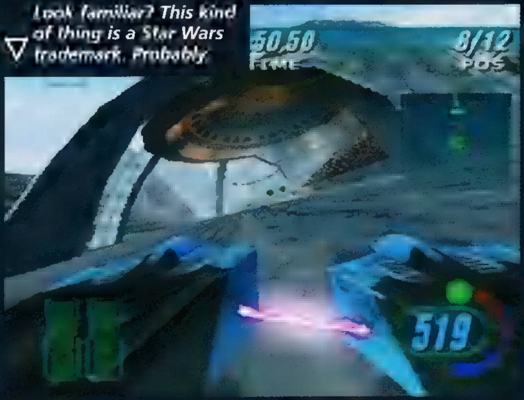
1/3 LAP
2/2 POS
350

△ *Predictably enough, the shortest tracks are the best.*

Player one is highly skilled, but player two is driving like a one-armed chimp. ▷



Look familiar? This kind of thing is a Star Wars trademark. Probably. ▽



1/3 LAP
37.69 TIME
4/12 POS
444

△ *Attempting a barrel roll isn't actually possible.*

VISUALS ● ***The pod craft really do look the business, although you probably wouldn't want to strap yourself into one.***

Star Wars-ish throughout, and not just when R2-D2 and other familiar characters pop up on certain scenes. The rounded architecture in the cities, the dusty colours, the seedy bars and alien wide boys in the cut scenes put all similar games to shame in terms of creating a spine-tingling atmosphere, and the pod craft really do look the business – although you probably wouldn't want to strap yourself into one. They're basically just two giant jet engines fitted with all sorts of home-made modifications, which tow a fragile-looking chariot behind them. At ludicrous speeds, no less. LucasArts know how good the things look, and you can examine them from every angle and marvel at how on earth something made of oil drums and detergent bottles is supposed to fly.

Once you're behind the wheel of one of these monsters, the game plays like a hybrid of the N64's best future racers. The floating sensation as the pods dip and rise over hills is straight from *Wipeout 64*, but the handling is much more solid, like a cross between *F-Zero X* and *XG2*. Add a Z-button cornering slide which feels almost like *Mario Kart's* hop-and-turn, throw in a couple of original features, and that's *Episode 1: Racer*. Given the fact that the game has gone from concept to shop shelves in such a short space of time, it's unsurprising that much of it is borrowed from various sources, but it certainly works.

Taking a corner at high speed makes the pod's chariot swing out behind the engines, a useful indicator of when to apply a little Z-button or ease back on the joystick to angle the jets down and bite into the turn. The upgrades you buy really make a difference to the way your pod behaves, but when you've upgraded a few times you'll be able to thrash the other racers a little too easily. Once you've got the hang of timing the corners and using the tricky turbo boost, you'll leave the computer racers behind. Then, assuming you don't crash, the game turns into a race against the clock. The lack of fighting spirit shown by the opposition is a disappointment, and although they get faster on the later levels, they rarely give the impression that they're doing anything other than following a preset line.

That's the one big problem with *Episode 1: Racer*. It's unlikely to last like *F-Zero X* does, because it doesn't present the same kind of challenge. It'll only take an hour or two to beat the amateur level, and when you move up to the next group of tracks you'll find that many of them are the same as the ones you just raced on, with different routes. The two-player mode doesn't offer anything worth coming back to, so it's down to the time trial mode to provide longevity.

But you will come back, because there's nothing else that looks remotely like it. You'll get a more rewarding racing experience from *F-Zero X*, and more of a challenge from *Wipeout 64*, but *Episode 1: Racer* is Star Wars through and through, and therefore well worth saving for.

MARTIN KITTS

GAMEPLAY
£5 OFF
STAR WARS EPISODE 1: RACER
Subject to the terms and conditions listed below:
1. This voucher is only valid in UK branches of GAMEPLAY.
2. This voucher must only be used as part payment for a copy of *Star Wars Episode 1: Racer.*
3. This voucher is not exchangeable for cash and is non-recoverable.
4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
5. This voucher is only valid from 15th June to 12th July 1999.
VALID FROM 15 JUNE TO 12 JULY 1999

pluses and minuses

＋

- Fantastic graphics.
- Amazing pod craft.
- Plenty of upgrades.
- Believable Star Wars worlds.

－

- Not as smooth as the opposition.
- Might not last.

If you like this...

F-Zero X
Nintendo
N64/22, 91%
Better in every way, but nowhere near as pretty.

TIME 00' 47" 19

9 VISUALS

Totally convincing Star Wars environments and superb craft, in a fast, hi-res world.

8 SOUNDS

It's back to the days of sampled audio but it does the job.

8 MASTERY

Apart from the ever so slightly sluggish frame rate, the N64 has been used to great effect.

8 LIFESPAN

You'll finish it sooner rather than later but you'll keep coming back to it for the time trials and the visual experience.

VERDICT

The Star Wars name alone will sell millions of copies of this game. Thankfully it's actually worth all the hype.

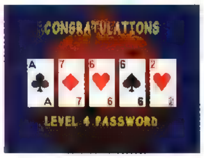
N64 STAR GAME

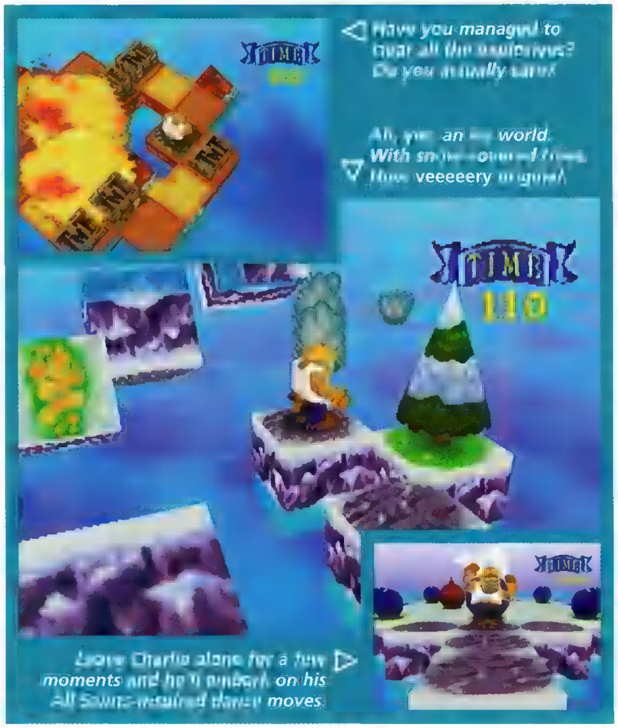
88%

PREVIOUSLY IN N64 We've never mentioned *Charlie Blast's Territory* before, and we'll try to avoid doing so again.

PLAY YOUR CARDS WRONG

Sadly, the developers of *Charlie Blast* spent so much time programming Charlie to scratch his bum when you leave the controller alone, they forgot to build in controller pak support. So, instead, you're treated to *the most annoying password system of all time*. Each level has its own code of five playing cards, so not only do you have to write down the card number, you also have to note the suit. The password entry screen makes it all even worse – up/down to change number, left/right to alter suit, the C-buttons to change card... our brains hurt.


CONGRATULATIONS
LEVEL 4 PASSWORD

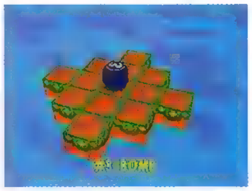

Have you managed to clear all the explosives? Do you actually care?

Ah, yes, an ice world. With snow-covered trees. How veeeeery original.

Leave Charlie alone for a few moments and he'll embark on his All Saints-inspired dance moves.

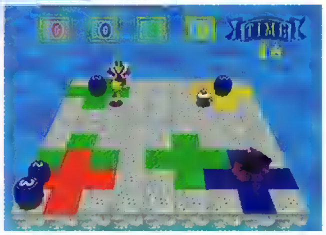
TICK-TICK-TICK-TICK, BOOM!

To help twist your brain, bombs come in several varieties. Boxes of TNT – and the detonator itself – explode in the shape of a 'plus' sign, frying tiles and bombs immediately adjacent in the four main compass directions. Meanwhile, there are three versions of the standard 'blue ball' bomb. Version 1 doesn't affect any adjacent tiles, making it the last point of call in any chain reaction. Version 2 acts the same way as TNT crates, while Version 3 explodes in a larger, diamond formation. With the smaller explosives, the tricky bit is getting them close enough to set each other off. The larger bombs, meanwhile, take out such a large area that it's difficult to find a safe spot to stand.



Charlie, you fool! You did it! You blew it all up!

It's not as bad as it looks – this means Charlie's finished the level.


Charlie Blast's pathetic-looking explosions resemble mangled bits of pizza.

CHARLIE BLAST'S TE

Falls well short of being 'da bomb'.

INFO BURST

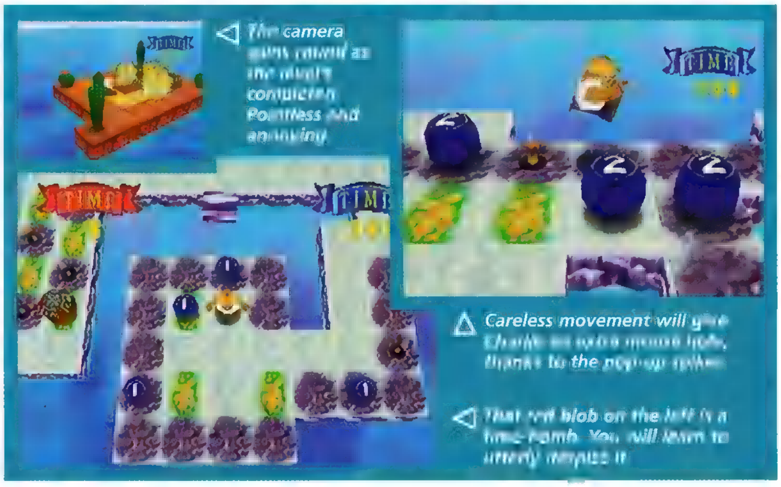
CHARLIE BLAST'S TERRITORY

FROM:	Kemco
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

Now	June	TBA

COST: £35


The camera spins round as the level's completed. Pointless and annoying.

Careless movement will give Charlie an extra mouth hole, thanks to the pop-up spikes.

That red blob on the left is a time-bomb. You will learn to utterly despise it.

How do games characters get into these situations? Slack-trousered workman Charlie Blast has somehow ended up trapped in a world of bomb-filled islands. And rather than writing 'S.O.S.' on the sand in pebbles, or constructing a crude raft from fallen trees and sailing to freedom, he takes the reckless decision to detonate every lump of explosive he can find. Of course, there's a nonsensical plot behind all this, revolving around dams and 'Rainbow Valley', but we still shake our confused heads at the bizarre plight of Mr Blast.

Charlie's risky experiments with TNT take the form of a one-screen-at-a-time platform-puzzle game, bearing a suspicious resemblance to creaky Amiga game *Bombuzal*. Each tile-based island is home to several bombs and a single red detonator. By pushing them around until they're in close proximity, Charlie can

RRITORY

ensure that when he activates the detonator, a chain reaction of explosions will wipe out every bomb on the island. Miss one bomb, or stand on a tile that's thrown into the air by the firey eruptions, and you'll be saying hello to the start of the level again.

Like *Lode Runner 3D*, *Charlie Blast's Territory* is a retro title in all but its colourful 3D graphics. Unlike *Lode Runner*, however, it's often mind-numbingly dull. Jump-pads, spikes, lifts and cunningly-shaped pieces of land conspire to make manoeuvring bombs as tricky as possible, but the underlying task is nothing more exciting than finding the correct arrangement of explosives. Thanks to the semi-fixed camera, the lack of anything exciting on screen except for the odd palm tree, and a central character who'd have trouble matching Pope John Paul's walking speed, there's a real sense of tedium throughout.

Arriving at each level's solution comes largely through trial-and-error, and even on the occasions when you do realise the exact sequence of jumps and pushes needed, it takes so long to actually pull it off that you'll be bursting with impatience. The hapless hairy-chested hero will push any object he's guided into, and it's far too easy to shunt a bomb to the edge of the island, ruining your plans, when all you were trying to do was turn around. Mistakes are even easier when you're rushing against time limits – whoever came up with the time-bombs, which explode if Charlie doesn't tap them every 15 seconds, needs their head examining.

Charlie Blast's Territory screams 'unpolished' at every turn. The camera controls are all wrong, the world themes are hopelessly derivative (desert and snow worlds, anyone?), the password system is needlessly irritating, and the levels themselves lack both variety and ingenuity. If you can learn to live with all that, you might occasionally smile at solving the odd, particularly tricky, puzzle. But, mostly, you'll be enjoying this as much as seeing Charlie's bum crack peeping over the top of his waistband.

MARK GREEN

VERDICT *Charlie Blast is often mind-numbingly dull with nothing more exciting to do than find the correct arrangement of explosives.*

It's about time

Puzzle games of *Charlie Blast's* ilk shouldn't rely on time-based challenges. They should allow you to sit and think a level through, working through it in your mind's eye, until, finally, your overheated brain stumbles upon the solution. Sadly, Charlie Blast is downright obsessed with time limits. Apart from the general time constraint for each level (rendered useless by the pause button), most levels rely on correct timing as you hop onto moving platforms, skip over [illegible] wooden blocks, or re-visit the infinitely irritating time bombs. Annoyingly, one early level asks you to sit and twiddle your thumbs waiting for four TNT-laden moving platforms to line up perfectly, *then* start the detonator in perfect time to catch them. It simply isn't any fun.

TIME
TNT
TNT
TNT

TIMER
02
TIME
29

△ *Fancy waiting up to three minutes for four moving crates to line up? Thought not.*

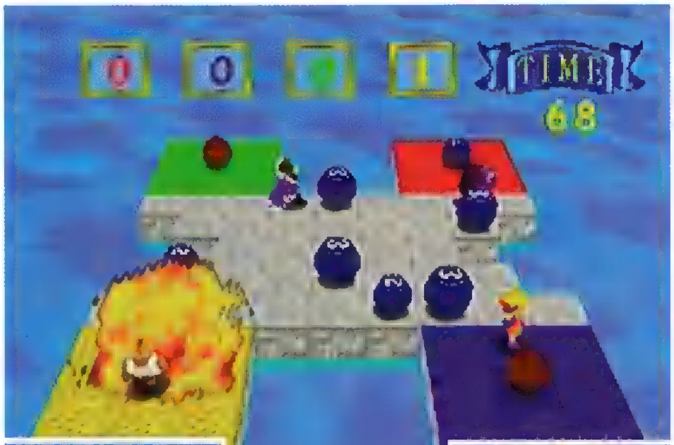
TIME
LIGHT AND RUN

△ *Why doesn't Charlie just push the bombs into the sea?*

◁ *Or, in Charlie's case, 'Light and Shuffle Away At The Pace Of a Dead Snail.'*

BOMB QUARTET

With the *Bomberman* games a pale imitation of their once-great selves, there's a gaping multiplayer hole for another title's bomb-based deathmatch to jump into. *Charlie Blast's* battle modes, though, aren't up to the task. The 'territory' game – in which the players engage in a tedious battle to colour tiles in with bombs – is best forgotten. The 'survival' game is a touch better, resembling more closely the 'blow-your-opponents-to-bits' style of *Bomberman* at its best. But the need to constantly fetch, push, line up and detonate bombs is too laborious to be enjoyable, and the blurry, distant visuals make seeing what's going on a difficult process. Additionally – criminally – it's possible to accidentally make your supply of bombs seize up. Imagine the trigger button falling off the controller halfway through a *GoldenEye* deathmatch, and you're some way to realising how frustratingly idiotic this is.



△ *Pretty colours, but shunting bombs around just isn't our idea of a good time.*

SELECT PLAYERS
CHARLIE
KING
TROLL
FAIRY

pluses and minuses

- ＋
- Just-about-acceptable hi-res visuals.
- Later levels are challenging.
- Completing a tricky level is satisfying.
- The animation on Charlie himself is okay.

- −
- Charlie's so... very... slow.
- The controls make things difficult.
- A password system that made us cry.
- Unwieldy camera system.
- Terminally dull.

If you like this...

Lode Runner 3D
Infogrames
N64/29, 70%
Similar old-skool platform/puzzle combo, but much more enjoyable.

6 VISUALS

Sparse, but clear and colourful. The swimming fishies are particularly nice.

5 SOUNDS

Disappointing sonic booms and a limited selection of twee jingles.

4 MASTERY

It's an old Amiga game, with not-so-fancy 3D graphics bolted on.

5 LIFESPAN

Even if you find it involving initially, frustration will soon set in.

VERDICT

A game where you push bombs around. As repetitive and uninteresting as it sounds, and badly put-together to boot.

52%

SALES HOTLINE 0870 444 0999

A DIVISION OF [illegible] ENTERPRISES

mon to fri 9.00am - 8.00pm
sat 10.00am - 7.00pm
sun 10.00am - 4.00pm

LINES OPEN SEVEN DAYS A WEEK

fax 0113 234 0770
email gameplayuk@aol.com

CALL FOR YOUR FREE 64 PAGE SPRING 99 CATALOGUE!

✓ ***ORDER WITH CONFIDENCE*** from one of the largest games suppliers in the country. Over 280,000 customers so far!

✓ ***1st class delivery free of charge*** to UK mainland. We provide the ***FASTEST*** delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock).

✓ ***1000'S OF TITLES.*** We also stock games and accessories for Sony Playstation & other consoles and PC CD ROM.

✓ Other companies may take your **MONEY** immediately but with Gameplay you will be safe knowing that ***your credit card will not be debited until your order is despatched!***

✓ Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

price

You should find Gameplay to be the cheapest supplier of games in the country. However, we can't look everywhere at once, so if you do find a better price, please ring us and we will do our best to beat or at least match it. Also, we offer a FREE 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges". The price you see is the price you pay!

choice

Just look at this advert! 2 pages crammed with games and accessories! We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast.

quality

All items are fully guaranteed by both Gameplay and their manufacturers. Any product that becomes faulty will be replaced hassle free, quickly and efficiently.

service

Delivery time is normally within 2 working days and our packaging has been specially designed to ensure that your products arrive in perfect condition (we do not use Jiffy Bags!). Also whatever your needs we can help you make the right choice. Our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice.

Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth!

MONEY BACK GUARANTEE

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery.

(We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)

These are the qualities that have made us Britain's largest mail order supplier of computer games. CAN YOU AFFORD NOT TO BUY YOUR GAMES FROM US?

BUY 2 2ND HAND GAMES, GET £4 OFF!

2nd Games

Gameplay also stock pre-owned games in addition to our new games and we ensure that these are the best quality you can find anywhere.

- ✓ All games must pass a 10 part examination before being resold to ensure "nearly-new" quality.
- ✓ All 2nd hand games are guaranteed for 3 months.
- ✓ Extremely competitive prices for buying and selling.

This is how you can sell us a game:

1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.

NINTENDO64 GAMES

FREE Joypad extension cable with every order!
Please ask for this when ordering

ROGUE SQUADRON
RRP £44.99
£36.99

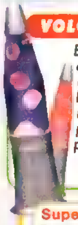
ZELDA 64
RRP £49.99
£38.99

1080° Snowboarding	£33.99
Allstar Baseball 2000	£33.99
Allstar Tennis '99	£36.99
Banjo-Kazooie	£26.99
Beetle Adventure Racing	£33.99
Bio Freaks	£34.99
Blastcorps	£18.99
Body Harvest	£19.99
Bomberman	£18.99
Bomberman Hero	£27.99
Buck Bumble	£29.99
Bust A Move 3	£29.99
Carmageddon	£33.99
Castlevania	£32.99
Chameleon Twist	£16.99
Chopper Attack	£37.99
Clayfighter 63 1/3	£9.99
Diddy Kong Racing	£24.99
Doom	£19.99
Duke Nukem Zero Hour	£32.99
Extreme G	£14.99
Extreme G 2	£33.99
F1 Pole Position 64	£24.99
F1 World Grand Prix	£24.99
F1 World Grand Prix 2	£33.99
FIFA '99	£33.99
Fighters Destiny	£24.99
Flying Dragon	£34.99
Forsaken	£26.99
F Zero X	£27.99
G.A.S.P.	£21.99
Gex 64	£32.99
Goldeneye	£35.99
GT Racing 64	£23.99
Holy Magic Century	£21.99
Int'l Superstar Soccer 64	£24.99
Int'l Superstar Soccer '98	£32.99
Lamborghini 64	£14.99
Lylat Wars no Jolt Pack	£24.99
Mace	£24.99
Madden NFL 64	£25.99
Madden NFL '99	£33.99
Mario Kart 64	£23.99
Mario Party	£34.99
Micro Machines 64	£33.99
Mission Impossible	£32.99
Monaco Grand Prix	£35.99
Mortal Kombat 4	£42.99
Mortal Kombat Mythology	£21.99
Multi Racing Champ	£19.99
Mystical Ninja	£24.99
Mystical Ninja 2	£39.99
Nagano Winter Olympics	£24.99
NASCAR Racing '99	£29.99
NBA Courtside	£24.99
NBA Live '99	£33.99
NBA Pro '98	£21.99
NFL Quart'back Club '99	£37.99
NHL Breakaway '99	£29.99
Penny Racers	£29.99
Premier Manager 64	£35.99
Quake	£24.99
Rakugakids	£24.99
Rampage World Tour 2	£32.99
Rogue Squadron	£36.99
SCARS	£34.99
San Francisco Rush 2	£33.99
Shadows of the Empire	£34.99
Snowboard Kids	£24.99
South Park	£40.99
Space Station Silicon Valley	£32.99
Star Wars: Pod Racer	£39.99
Super Mario 64	£27.99
Tetrisphere	£18.99
Tonic Trouble	£35.99
Top Gear Overdrive	£34.99
Top Gear Rally	£34.99
Turok 2	£31.99
Twisted Edge Snowb'ing	£37.99
Vigilante 8	£32.99
V Rally 99	£18.99
Virtual Pool	£34.99
Wailiae Golf	£32.99
Wave Race 64	£24.99
Wayne Gretzky's Hockey	£25.99
Wayne Gretzky's '98	£36.99
WCW vs NWO: Revenge	£24.99
Wetrix	£21.99
Wipeout 64	£28.99
World Cup '98	£29.99
WWF Attitude	£41.99
WWF Warzone	£39.99
Yoshi's Story	£31.99
Zelda 64	£38.99

FIFA 99
RRP £39.99
£33.99

SOUTH PARK
RRP £49.99
£40.99

VOLCANO LAMPS



Experience the calming hypnotic effect that volcano lamps bring to your room. Choose from pink, green, orange, purple and blue.

£21.99

INFLATABLE CHAIRS

The coolest bedroom furniture in the world! Choose from green, orange and blue. Two styles - Game Throne and Tomato chair

£14.99 each.

Super Mario AM/FM Radio
Dynamic Speaker, Blinking LED lights, flexible safety aerial
£9.99

AM/FM Clock Radio
Quartz Analogue alarm clock, water resistant with hanging cord for the shower!
£9.99

AM/FM Bike Light Radio
Includes clock and timer. Rugged water resistant casing. Easily mounted on bicycles.
£9.99

MAD COW!!
£14.99
Press his tummy and he will start to moo gently. After a few seconds his force feedback motor kicks in and he'll be screaming MOO! and trying to escape!

We do not charge your credit card until your order is despatched, so you can reserve your new releases today!

DUE FOR RELEASE 4th JUNE

STAR WARS - RACER £ 39.99

STAR WARS EPISODE 1 : RACER

Racing ramshackle Star Wars vehicles in a tournament running across eight planets.

- uses high res graphics
- eight characters to choose from
- hidden characters & vehicles

DUE FOR RELEASE END JUNE

RRP £44.99
£32.99

DUKE NUKEM - ZERO HOUR

"Big guns, lotsa blood and a refreshing sense of the ridiculous"

- expansion pack compatible
- 1-4 players split screen
- stunning 3rd person perspective

OUT NOW

RRP £39.99
£33.99

BEETLE ADVENTURE RACING

The fastest arcade racing game on the nintendo 64.

- BIG tracks to race at break-neck speed
- masses of hidden power-ups
- multi-player mayem

BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!

WE DO NOT CHARGE YOUR CARD UNTIL YOUR ORDER IS DESPATCHED SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

FREE 48 HOUR COURIER DELIVERY

To most areas in the U.K, subject to security checks and stock.

OUR SERVICE GUARANTEE

All machines bought from Gameplay are fully guaranteed by Nintendo and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

EXCLUSIVE GAMEPLAY BUNDLES

N64 Console	£68.99
N64 Console + Mario 64	£89.99
N64 Console + Zelda 64	£104.99
N64 Console + Turok 2	£99.99
N64 Console + Int'l S/Star Soccer '98	£96.99
N64 Console + Goldeneye	£91.99
N64 Console + F Zero X	£99.99
N64 Console + Rogue Squadron	£103.99
N64 Console + Banjo Kazooie	£102.99
N64 Console + Star Wars Racer	£107.99

SAVE MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW N64!

Top Gear/Drive Steering Wheel	£38.99
Official Grey or Coloured Joypad	£16.99
Rumble Pack	£6.99
1 MB Memory Card	£5.99
RGB/S-VHS Scart Cable	£6.99
Logic 3 Carry Case	£14.99

PLUS GET £1.00 OFF EVERY GAME BOUGHT AT THE SAME TIME AS YOUR NEW N64!!

NINTENDO 64

OFFICIAL CONTROLLERS

COLOURS AVAILABLE
GREY RED GREEN
BLUE YELLOW BLACK

£17.99 each OR £16.99 each when you buy TWO OR MORE

RUMBLE PACKS

RUMBLE PACK WITH 1MB MEMORY £10.99
256KB MEMORY £9.99

RUMBLE PACK £7.99

RECHARGEABLE RUMBLE PACK £12.99

SHOCKWAVE - UNIQUE SENSOR ADDS RUMBLE TO *ALL* GAMES £21.99

CABLES

COMPOSITE/RGB SCART CABLE - IMPROVE PICTURE/SOUND QUALITY WHEN CONNECTED TO A SCART TV . . . £8.99

S-VHS CABLE - EVEN HIGHER QUALITY THAN THE COMPOSITE SCART BUT REQUIRES SVHS COMPATIBLE TV OR VIDEO . . . £8.99

REPLACEMENT RF LEAD . . £11.99

HI-FI AUDIO LEAD - PHONO LEAD TO ALLOW YOU TO CONNECT YOUR N64 TO YOUR HI-FI SPEAKERS FOR AMAZING SOUND QUALITY . . . £9.99

MEMORY EXPANSION

Allows you to play all compatible games (e.g. Turok 2, South Park) in hi-res graphics.

NINTENDO 4MB RAM UPGRADE £23.99

JOYTECH 4MB UPGRADE £16.99

MEMORY CARDS

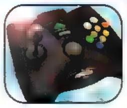
MEMORY CARDS ALLOW YOU TO SAVE HIGH SCORES, GAME POSITION, REPLAYS ETC.

NINTENDO 256K MEMORY CARD THE ONLY CARD TO WORK WITH TUROK 2 & SOUTH PARK..£13.99

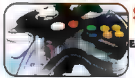
1MB MEMORY CARD 4 TIMES BIGGER THAN THE 256KB MEMORY CARD. £6.99 OR £4.99 WITH A GAME

10MB MEMORY CARD - 40 TIMES BIGGER THAN THE 256KB MEMORY CARD. £17.99

JOYSTICKS



ARCADE SHARK STICK
COMPETITION JOYSTICK WITH AUTO-FIRE, SLOW-MOTION & EXTRA LONG CORD. PERFECT FOR BEAT 'EM UPS! £29.99



SHARKPAD PRO 64²
"STINGRAY" SHAPE FOR EASY CONTROL. LONG CORD. £21.99

JOYPAD EXTENDER CABLE - 1.5M EXTENSION LEAD. ATTACHES TO ALL CONTROLLERS . . £6.99

PACK OF 2 EXTENDER CABLES £9.99

CARRY CASES, ETC

LOGIC 3 CARRY CASE
CUSHIONED INTERIOR, PARTITIONS AND POCKETS, DURABLE, LIGHTWEIGHT & WATERPROOF. £15.99

N64 CLEANING KIT £9.99

DUST COVER £7.99

CHEAT CARTRIDGE

DATEL ACTION REPLAY PRO
CONTAINS LOADS OF BUILT-IN CHEATS FOR ALL N64 GAMES. YOU CAN ADD MORE CHEATS AS NEW GAMES ARE RELEASED OR INVENT YOUR OWN!

more
action replay

NEW LOWER PRICE! £27.99

N64 Cheat Line
09066 098050
100 games & walkthroughs!
Calls cost 60p per minute. Please ask permission before calling!

TOP DRIVE STEERING WHEEL

Steering Wheel & foot pedals with working gear-stick. Fully programmable with leather steering wheel cover Works on N64, PSX & Saturn. Rumble facility.. RRP £49.99 £35.99

ATARI JAGUAR & 5 GAMES only £34.99

N64 Gameboy Booster
Play Gameboy games on your N64! £27.99

N64 Interactor Vest
Feel the force! This back-pack rumbles to let you experience blows, kicks and explosions £16.99

GAME BOY COLOR GAMES

720 Skateboarding	£22.99
Allstar Baseball 2000	£23.99
Battleships	£22.99
Breakout	£18.99
Bugs & Lola	£18.99
Bugs Bunny 3	£18.99
Bust A Move 4	£23.99
Centipede	£18.99
Colour Tetris DX	£18.99
Cool Hand	£18.99
Drop Zone	£23.99
F1 World Grand Prix	£22.99
Game & Watch Gallery 2	£21.99
Gex	£19.99
Harvest Moon	£18.99
Hexcite	£22.99
Hollywood Pinball	£18.99
Int'l S/Star Soccer 99	£22.99
Legend of the River King	£22.99
Men In Black	£19.99
Missile Command	£19.99
Monopoly	£18.99
Montezuma's Return	£18.99
Mortal Kombat 4	£22.99
NBA Jam '99	£23.99
NFL Blitz	£22.99
Pitfall	£19.99
Pocket Bomberman	£18.99
Power Quest	£18.99
Quest for Camelot	£18.99
Rampage World Tour	£22.99
Rugrats	£20.99
Shadowgate	£18.99
Shanghai Pocket	£18.99
Smurfs	£18.99
South Park	£22.99
Super Mario Brothers	£22.99
Top Gear Rally	£24.99
Turok 2	£22.99
V Rally	£22.99
Warioland 2	£22.99
WWF Attitude	£23.99
Zelda	£22.99

BLACK & WHITE GAMEBOY GAMES

Adventure Island 2	£17.99
Batman Return of the Joker	£13.99
Bugs Bunny 2	£18.99
Bust A Move 3	£14.99
Donkey Kong	£16.99
Donkey Kong Land	£18.99
Donkey Kong Land 2	£21.99
Donkey Kong Land 3	£21.99
Dr. Mario	£9.99
F1 Race	£12.99
Final Fantasy Legend	£23.99
Final Fantasy Legend 2	£23.99
Final Fantasy Legend 3	£24.99
Game & Watch Gallery	£18.99
Ghostbusters 2	£18.99
Golf	£12.99
James Bond 007	£22.99
Jurassic Park	£14.99
Jurassic Park 2	£18.99
Mario & Yoshi	£9.99
Mole Mania	£18.99
Monopoly	£17.99
Mystical Ninja	£17.99
Oddworld Adventures	£18.99
Pocket Bomberman	£18.99
Star Wars	£14.99
Super Marioland 2	£18.99
Super Marioland 3	£18.99
Tazmania	£17.99
Tennis	£9.99
Tetris Plus	£18.99
V Rally	£21.99
Warioland	£17.99
Warioland 2	£18.99
Zelda	£14.99

GAME BOY COLOR

GAME BOY COLOR

PROTECTOR £6.99

SCREEN LIGHT & MAGNIFIER £7.99

GAMEBOY PRINTER £45.99

GAMEBOY CAMERA £35.99

GAMEBOY POCKET (CHOICE OF COLOURS) £39.99

AC ADAPTOR & RECHARGEABLE BATTERIES £11.99

Gameboy Action Replay	£17.99
Link Lead (Colour or Pocket)	£6.99
Travel Case	£6.99

We now also stock many more Gameboy games at the cheapest prices in the country! Please ring if you can't see the game you want.

HINT BOOKS

1080° Snowboarding Secrets	£10.99
Banjo-Kazooie Unauth'd Secret	£9.99
Diddy Kong Unauth'd Secrets	£10.99
Gameboy Secrets & Strategies	£10.99
Goldeneye secrets, strats & sols	£10.99
Mario 64 secrets, strats & sols	£10.99
N64 Secrets, strategies & sols	£14.99
South Park Official Guide	£10.99
Turok 2 Unauthorised Guide	£11.99
WCW v NWO Revenge Guide	£10.99
Yoshi's Story Unofficial Guide	£10.99
Zelda Official Guide Book	£12.99

PLEASE RING TO CONFIRM AVAILABILITY AND PRICES BEFORE ORDERING

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:..............................HAVE YOU ORDERED BEFORE? YES / NO
ADDRESS:..............................
....
POSTCODE:..............................SIGNATURE:..............................
TEL:..............................FAX:..............................

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD 50P HERE FOR EXPRESS CLEARANCE*	£
Postage is FREE for all games shipped within the U.K. Optional NEXT WORKING DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

Cheques payable to 'Gameplay'.
Prices subject to fluctuation. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

F64(7)

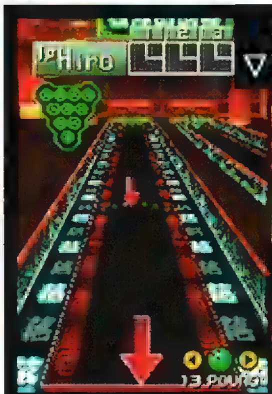
*Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

Sent to press 25/5/99

MONEY BACK GUARANTEE!!

The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 You won't find *Super Bowling* in previous issues of **N64**. *Milo* brought on bowling phobia, you see.



Flashing lights and gorgeous reflections make Super Bowling a visual treat. ▽

△ The stomach-churning behind-the-ball view. (Check out those flares! – *Ed*)

It's Live! But it's bowling, so no-one's watching. ▷

LIVE
8 POUND

▽ You shouldn't be allowed onto the lanes wearing boots like that.

INFO BURST

SUPER BOWLING

FROM:	*Athena*
CART SIZE:	*64Mbit*
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 17 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

🇺🇸	🇬🇧	🇯🇵
TBA	*TBA*	*Now*

COST: ¥6800 (approx £35)

SUPER BOWLING

You can pin your hopes on this.

Hold onto your bowling caps – *Super Bowling* is actually rather good. Admittedly, we approached Athena's ten-pin bowling sim with the same sense of trepidation we usually reserve for games with the words 'snooker' or 'Gex' in the title. But a few rounds with *Super Bowling* was enough to convince us that maybe there *is* a future for console bowling games after the rubbishness of *Milo's Astro Lanes.*

Unlike *Milo's*, *Super Bowling* doesn't go for gimmicks. Well, that's not *quite* true. The line-up of crisp 3D characters includes a break-dancing penguin and a tiny woodland fairy. But mostly, the game concentrates on translating to the N64 whatever bowling thrills *can* be translated: the rumble of the rolling ball, the satisfying clatter of the pins, and the joy of watching all ten wooden sticks fall in unison.

Accurate play in *Super Bowling* relies on you stabbing fire at just the right time to stop a white line whisking over a coloured bar. Spin, bowling speed, ball size and even choice of lane and character have a noticeable effect on the ball's path, and right up to the final pin coming to rest on the lane floor, the physics look, feel and even *sound* accurate.

Despite the slightly unfair positioning of the camera – behind and above the bowler – pulling off multiple strikes is fairly easy. Although this makes completing the game a simple process, it gives the matches an exciting, professional feel, where games hang on misses or split pins caused by minor misjudgements.

VISUALS ● *The characters include a break-dancing penguin and a tiny woodland fairy.*

Super Bowling is intuitive and well-presented enough to make knocking down coloured sticks more enjoyable than you might expect. And, as an added bonus, it isn't *Milo's Astro Lanes*.

MARK GREEN

pluses and minuses

- Likable and well-defined characters.
- Wide variety of lanes.
- Splendid hi-res visuals.
- Immediately intuitive controls.
- The physics 'feel' right.

- Occasionally [illegible] *too* easy.
- Over-sensitive controls at times.
- Computer opponents occasionally cheat.
- It'll get boring before too long.

If you like this...

Susume! Taisen Puzzle Drama
Konami
N64/15 (import), 78%
A Puyo Puyo clone, initially enjoyable, and with a bowling sub-game

ACCESSIBILITY

Some Japanese text, but most of the important stuff is in English.

VISUALS 8

Potentially dull lanes are livened up with hi-res, animated scenery.

SOUNDS 8

The music's disappointing, but the rolling and clattering sounds are perfect.

MASTERY 7

Fast, good-looking and with a polished feel.

LIFESPAN 6

There's a surprising amount to do, but your interest will wane before too long.

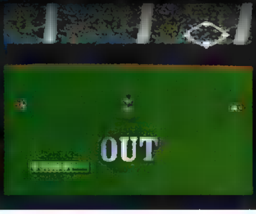
VERDICT

Yes, it's a bowling game. But someone out there's spent a long time making sure it's *fun*.

72%

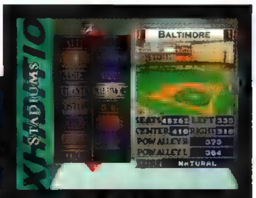
PREVIOUSLY IN N64 We never previewed this. Can you have a guess why?

BOTTOM OF THE 1ST
POWER



Aaaaand gadoosh! When you do hit something, it's a good feeling.

That's you. Not the computer.



Choose the location of your match, here.

Try to get the better of the CPU. And fail.

INFO BURST

BOTTOM OF THE NINTH

FROM:	Konami
CART SIZE:	64 Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	4 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
GB PAK:	✗

WHEN'S IT OUT?

Now	Unlikely	TBA

COST: $50 (approx £35)

BOTTOM OF THE NINTH

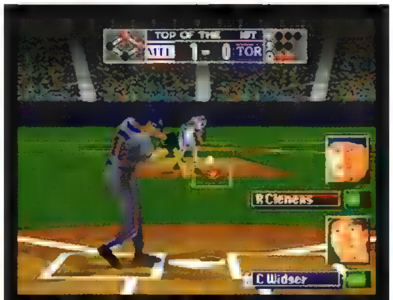
Twooot! Watch the ball sail across the park and into the stands. Nice.

Oh. Another CPU home run. That's nice.

Not that anyone in the N64 office can lay claim to being a fully blown baseballing expert, but with Iguana's sparkling *All Star Baseball 2000* coming complete with stunning hi-res visuals and a full Major League licence, and *Bottom of the Ninth* coming complete with neither, we rather suspect your buying decision isn't going to prove to be too hard.

Of course, Konami have shown in the past that they can quite happily surpass a big name licence with a mixture of made-up names and stunning realism, but then the staggering *ISS* series and the painfully average *Bottom of the Ninth* aren't quite in the same league. Where one took console football into a new age, the other takes baseball back down a level.

The problem *BOTN* has is that it's impossible to win. Even given the fact that the CPU lets you know where it's going to pitch, if you manage to hit the ball more than a couple of times during the long, *looooong* matches, you can consider yourself something of a gaming God. It's not that they pitch particularly quickly, or even that they're astonishingly accurate, it's just that, for some inexplicable reason, you just can't make contact. Equally, pitching is something of an art; the glove symbol is there to help specify where exactly you want the ball to strike, but the CPU seems to know *every single time* what height, angle and speed your pitch is coming in at, resulting in hour after hour of out-of-the-stadium piledrivers.



A bit of a Canadian derby in the shape of a Montreal vs Toronto match-up.

Presumably, the difficulty of pitching and batting has been upped to extend replay value, but actually the opposite effect has been achieved. After barely a couple of *minutes*, you find your interest plummeting to stupefyingly low depths. In fact, as we tried to persist with *BOTN's* not-entirely-fair challenge, we found ourselves – incredibly – almost falling asleep. And even with such whiffy sporting fare as *NBA Hangtime* and *Olympic Hockey* that never *ever* happened. Still, at least it confirmed our suspicions.

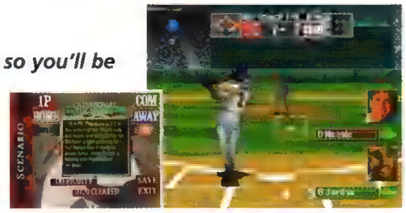
If you wanted further proof of *BOTN's* shoddy workmanship, though, you need look no further than the overly fuzzy visuals and strange Mosque-like wailing which starts playing with your mind if you have the game running in the background for too long. Both are a far, far cry from Iguana's efforts on *All Star*, and both leave *BOTN* back in the dressing room…

TIM WEAVER

Picture this

There's one good thing about *Bottom of the Ninth*: it's got *ISS*'s scenario mode…

With names like Countdown to Impact, No Surrender and Playing with Fire, **BOTN's** ***scenarios sound like they'd be more at home in a Jean-Claude Van Damme film. But no. As it turns out, there's actually not that much tough guy martial arts and quite a lot of last minute baseball battling between Detroit and Seattle. There are 20 of them too, so you'll be going for a while, and like*** **ISS** ***they get progressively harder as you nuzzle your way further into the game. Worth remembering? That local derbies are often the trickiest game.***



pluses and minuses

- Scenario mode.
- Smooth animation.

- Impossibly hard.
- Unimaginably dull.
- Fuzzy visuals.

If you like this…

All Star Baseball 2000
Verdict
N64/28: 81%
[illegible]
animated and perfectly playable

5 VISUALS

The animation's fine, but it's got that *NBA Pro* all-over-fuzz.

4 SOUNDS

Rubbish crowd noises, and sometimes audible commentary.

4 MASTERY

Averagely programmed throughout.

6 LIFESPAN

Well, it's hard… but for all the wrong reasons.

VERDICT

With *All Star Baseball 2000* doing the sport bigger, better and beefier, *Bottom of the Ninth* pales into insignificance before you've started a match.

44%

DREAMCAST! • N64! • PLAYSTATION! • PC! • ARCADE!

ALL THE LATEST GAMES ON EVERY MACHINE!

PLUS! FREE 64-PAGE TIPS BOOK

CHEATS ★ CODES ★ GUIDES
PLAYSTATION
NINTENDO 64
PC
The Greatest Tips Book In The World Ever...23
This month's hottest tips...
Yet another blindin' selection of gaming secrets with such names as Civilization 2 and Duke Nukem: Zero Hour rubbing shoulders with, Rollercoaster Tycoon, GTA: London 1969, Mario Kart AND Blade Runner. Not enough for you? Then how about Metal Gear Solid, V-Rally and Half Life too!
METAL GEAR SOLID
Games Master
£5 OFF GAMES VOUCHER
THE WORLD'S MOST EXCITING GAMES MAG!
Games Master
PLAYSTATION
FREE! TIPS BOOK
WORLD'S FASTEST-GROWING MULTI-FORMAT MAG
OVER 132 PAGES
AWESOME!
SOUL CALIBUR
TEKKEN? SHMEKKEN! NAMCO'S ULTIMATE FIGHTER HITS DREAMCAST. SCHWING!
REVIEWED!
APE ESCAPE
THE BEST PLATFORMER ON PLAYSTATION!
REVIEWED!
STAR WARS RACER
LEGACY OF KAIN: SOUL REAVER
LOOK OUT LARA, IT'S BETTER THAN TOMB RAIDER 3! FULL REVIEW INSIDE!
TIPS ★ PREVIEWS ★ POSTERS ★ COMPETITIONS
MONTH 1998
£0.00

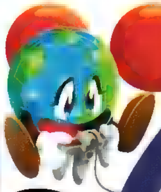
HEY! SUBSCRIBE TO GM AND GET SIX ISSUES DELIVERED TO YOUR DOOR FOR THE PRICE OF FIVE! GET IT IN!

Subscriptions Hotline: 01458 271114

Welcome to Club 64, the part of the magazine designed to help you get the most out of your favourite N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64



This month's top guide: DUKE NUKEM: ZERO HOUR PART 2

Part two of our guide to every level. Plus! Multiplayer tips aplenty. 78

BUDGET GAMES
Coast your way through the cheap range of N64 classics. 84

GOLDENEYE 007
Bored of Bond? Fear not, these new scenarios freshen things up. 90

Club 64 MAILBOX Your chance to talk back. 72

HELP WANTED! Quirks in *Zelda* that'll keep you coming back for more. 88

TIPS EXTRA A bucket-load of handy hints. 92

Dr. Kitt's Game Clinic The Dr's in with his prescription pad at the ready. 99

NINTENDO HOTLINE The boys in the know answer all your questions. 98

GAME ON 10 more tricky challenges. 100

COMPO RESULTS Find out who gets to keep the tat! 102

I'M THE BEST But are you? It's all revealed here. 104

skill club 64 Prove your gaming prowess with a Bronze, Silver or Gold. 108

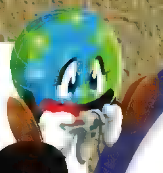
CONTACT A gaming car boot sale. 112

DIRECTORY Every game ever, reviewed here. 114

BACK ISSUES & SUBSCRIPTIONS 122

GO! GO!

Club 64 MAILBOX



Club 64, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW
Fax: 01225 732341,
e-mail:
n64@futurenet.co.uk

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

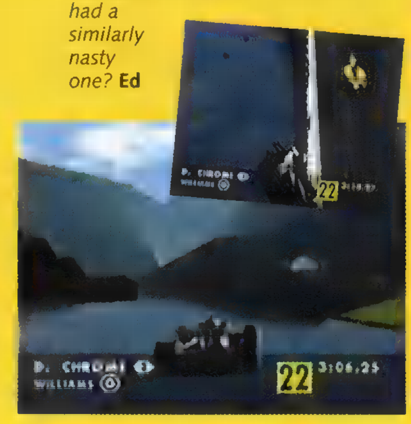
Got something cool, funny or daft you want to share with your fellow N64 readers? Well, here's the place you can have your say...

STAR LETTER

'Bit weird'

I recently bought *F1WGP* and decided to try and accomplish a spot of crashage (especially after you got the Crash-mandu! competition up and running) but I got much more than I bargained for. Have a look at the pictures. I accidentally fell *off* the track and then everything went a bit weird, and my car started floating in mid-air and the clipping all went haywire. Is this odd or what?
Peter Broughton, Rotherham

Outstanding crashing, there. The key to this one was the fact that you somehow managed to flip the vehicle as you hit the railings. At one stage it even looks like you're floating on water. And all captured in the game's replay. Anyone else had a similarly nasty one? **Ed**



Correction corner

You spot them, we don't. Andrea gets sacked...

In the March issue of **N64** Magazine, you said Kirby was the star of "two Game Boy games and one SNES appearance". Wrong! There were at least *three* SNES games as well as a NES version of *Kirby's Dreamland*.
Greg Lamb, Basildon

You suggested that Wil took the blame for this shocking error. And that sounds fair enough to me. **Ed**

On page 12 of **N64**/28, you reckon **N64**/29 is out on Tuesday 18th April, but shouldn't it actually read Tuesday 18th May?
Michael Newton, Welwyn Garden City

Mmm. **Ed**

Whilst reading through **N64**/27's Reader Reviews, I noticed the *Turok 2* review was rather long, so I started counting (as I am rather sad) and realised the review actually came to 120 words, despite the fact that you clearly state: "In 100 words or less". Why is this so?
Simon Murray, Davyhulme

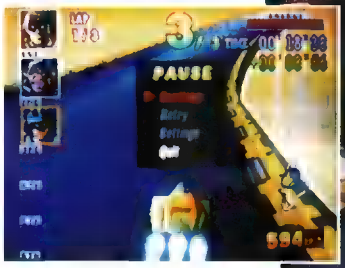
Rather sad, you say? **Ed**

In **N64**/28's Ultra Release List, you've got *Shadowgate* highlighted blue but you've got US as the country it's coming out in first. I thought the blue bars signified UK releases.
Michael Stutt, Penzance

Sigh. They do. **Ed**

'Hard pushed'

Here's my entry for Crash-mandu! How about *this* for a dangerous *F-Zero X* track? On the first corner of the first lap *three* CPU opponents flew off, while 23 more followed in the next 13 seconds thanks to a slope up and to the right, a little kink in the track, then a slope down and to the left. I reckon you'll be hard pushed to find a deadlier track than that.
Matt Dovey, Skegness



Now that is deadly. Or... is it? **Ed**

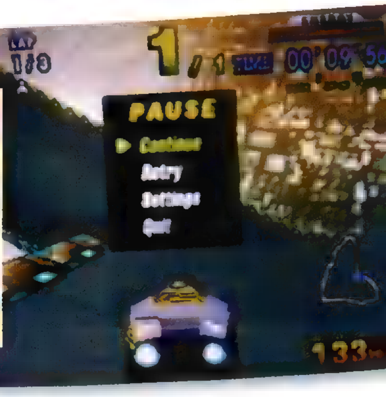
'Came off'

I couldn't help noticing your Crash-mandu! competition for *F-Zero X's*, er, 'bitchiest' track, so here's mine. I'm sorry I couldn't get the actual corner responsible for 29 of the 30 other drivers, but I've drawn a little picture on the photo to show where everyone came off.
Alex Graham, Staines

Strewth. Truly that is the most lethal of the X-Cup's tracks yet. Or... is it? **Ed**

'That bend'

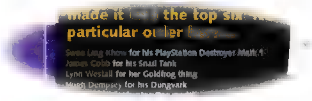
I'm writing in response to your Crash-mandu! competition. I think I've just gone and found the most dangerous *F-Zero X* track *ever*! After only *nine* – count 'em – seconds I'm the only one left on the track. I've enclosed photographic evidence. (Just look at that bend.)
Richard Kearney, Wirral



Blimey. That's surely unbeatable. Or... is it? **Ed**

'Insult me'

In issue 28 of **N64** Magazine, on the Mutants competition results page, under the names of the people who had nearly made it into the top six, it says, "Swee Ling Khow for his PlayStation Destroyer Mark 1". Well, actually I'm a 13-year old girl, not a boy. So get your facts right! The boys in my class at school have done nothing but insult me after seeing that.



made it [illegible] the top six
particular order [illegible]

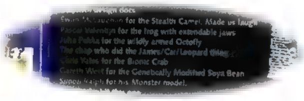
Swee Ling Khow for his PlayStation Destroyer Mark 1
James Cobb for his Snail Tank
Lynn Westall for her Goldfrog thing
Hugh Dempsey for his Dungvark

Swee Ling Khow, Hillingdon

Sorry about that, son. Nooo, only joking. You're obviously a girl. **Ed**

'The chap'

I would like to express my disappointment at being referred to as, "The chap who did the James/Car/Leopard thing" in the Mutants results in **N64**/28. Everyone who had a highly commendable entry got their name mentioned, except me. No one would believe it was me.
Billy Mawhinney, Ballymena

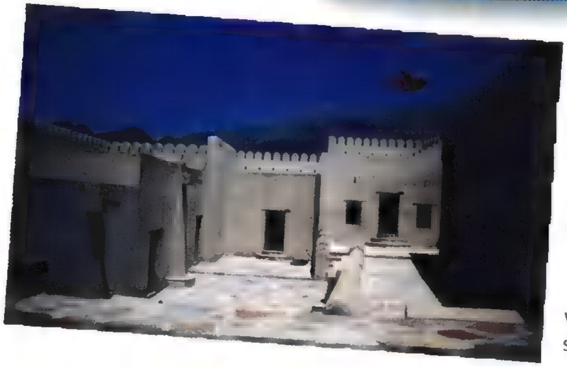


Again, sorry. James wrote that page. That's why we killed him. **Ed**

'Suspicious'

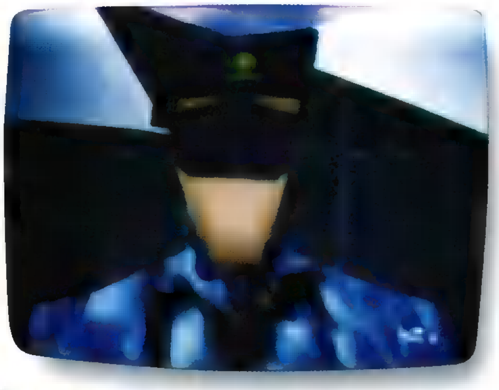
On a recent holiday to Oman, I came across a fort that looked *exactly* like Gerudo Fortress from *The Legend of Zelda*. The fort was built into a hill, and was also a gigantic maze. Suspicious… or something more? (Only slight problem was there were no Gerudos about.)
Thomas Gibbos, Switzerland

It's actually not a bad likeness, that. Has anyone else seen a real-life location that looks exactly like somewhere in a game? Then send them in. The best will get a prize. **Ed**



'Odd chap'

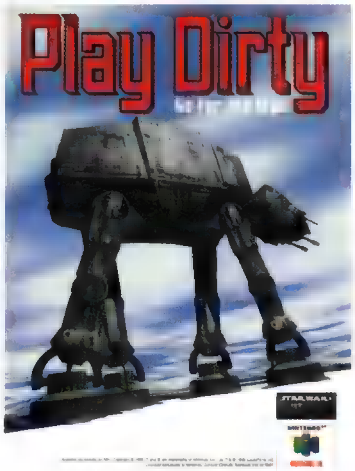
Sorry it's a bit late coming in, but I live all the way across the other side of the world, so I tend to get issues a little bit after you Britons. Anyway, I thought you might be interested in my *GoldenEye* freak. I was playing Surface 1 with Invisibility, Invincibility, All Weapons and Infinite Ammo when this odd chap poked his nose in. Bizarre, eh?
James McDermott, Australia



Fantastic! No mouth, ears and nose and, who knows, maybe even eyes. If it wasn't for his blindfold, we'd be able to tell for sure. Perhaps he's just grotesquely ugly underneath. **Ed**

'Punters'

Why is it Nintendo are so polite when it comes to advertising? They should be shouting to the world what they're capable of doing! I mean, even the advert for *Zelda* was complete dump, especially compared to some of the moody ads for PlayStation. The N64 has *so* much going for it: it's twice as powerful, it has the amazing expansion pak, it has exclusive commitment from Rare, and it has Shigeru Miyamoto. The N64 should be a serious competitor for PlayStation 2, let alone PlayStation. But, Nintendo need to compete with Sony in the advertising stakes before casual punters start to get the



DREAM ON

Your ideal N64 game. Discuss.

PREMIER POP MANAGER 64
This is a little bit like *Premier Manager*, but instead of taking on the role of a Keegan-like football manager, you are the manager of a pop group. The idea, though, is the same: you have to take a little known pub band and create an international supergroup. You achieve this by choosing the band's songs, organising places for them to play, sacking members who don't turn up for gigs (that's the best bit), slipping important A&R men little brown envelopes full of cash, and befriending important people like The Spice Girls and, erm, Phil Collins. Things can easily go pear-shaped, though, with fans losing interest and albums being slated.
Robert Wilson, Dundee

Interesting. In fact, we're sure something like this has already been done in Japan. Still, a version where you could start a Brit Awards bun fight with Damon Albarn would be ace. **Ed**

NEIGHBOURS: MADGE GOES MENTAL
With its mix of *Zelda*-esque 3D exploration and *Resident Evil*-style scares, this licenced zombie-'em-up could run into trouble with the censors. Taking on the role of either Harold Bishop or Lou Carpenter, players must work their way through Ramsay Street trying to take down Madge, who has lost her mind and gone mental after a rabid Bouncer bites her leg. A variety of weapons are available including shotguns, barbecue-flamethrowers, bouncing bombs shaped like koala bears, deadly cans of explosive Fosters lager and Mrs Mangle's poison-tipped teeth. And there'll be a host of locations based on the hit TV show, from The Robinson Corporation and The Watering Hole, right through to Erinsborough High. Secret characters will include Jim Robinson, Joe Mangle and – the super mulleted couple – Scott and Charlene.
Colin Filton, Stoke

Sounds like an absolute corker, that. One more weapon we'd add is deadly skin bombs created from Helen Daniels' dandruff. Otherwise, your idea could be perfect fodder for Rare. **Ed**

Send your ideas for games you want to see to:
Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

Will it run on a Pentium 3, 450MHz processor and twin ATI Xpert 98 graphics card?
James Clarke, Derby

[illegible]

Is Andrea Ball the bird who used to present Disney Club?
Dan Morris, Redditch

[illegible]

I don't mind the way you poke fun at us Americans. We are a little crude.
Alex Fascilla, United States

[illegible]

Wil is genuinely, purely Nintendo.
Davy James, Powys

[illegible]

You can see all the blood pour out of your mouth because your lungs have split.
Piers Meveu, Sandhurst

[illegible]

They also don't have a horn on their head.
Peter Grant, Northumberland

[illegible]

I think Jes looks like an idiot with his beard. It would look better if he shaved it off.
Andrew McSweeney, Rugby

[illegible]

May I suggest a 50-50 cut of the profits between you and me?
Neil Moore, Glasgow

[illegible]

Why can't we have a glove that can control anything on screen, or a foot for football games?
Stephen Gage, London

[illegible]

You'll be over 100 when you finally finish everything!
T. Goodall, Oxford

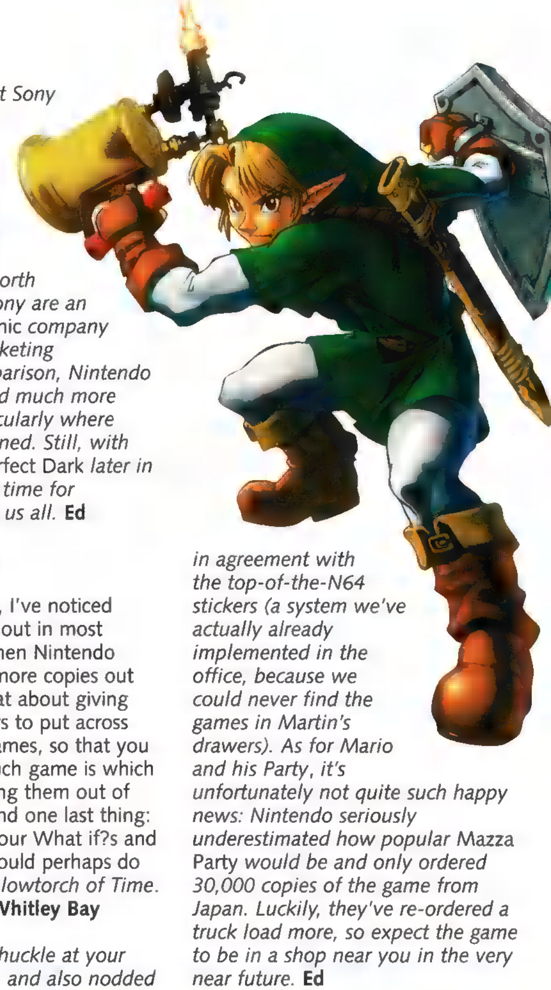
[illegible]

message that the N64 is the finest console in existence. Let's be honest, the *F1*, *Banjo-Kazooie* and *1080°* adverts were rubbish.
Graeme Beech, Sunderland

Sadly, we'd have to agree with you, there. Trouble is, Nintendo haven't got a proper HQ in the UK, so there's no marketing set-up like there is at Sony UK. Subsequently, we've tended to get the American adverts – the "rubbish" ones you mentioned – instead of more specific UK ads. That said, it's worth remembering that Sony are an international electronic company with decades of marketing experience. By comparison, Nintendo are much smaller and much more inexperienced, particularly where advertising is concerned. Still, with Resident Evil *and* Perfect Dark *later in the year, there's still time for Nintendo to impress us all.* **Ed**

KEEP ROAD RAGE OFF THE STREETS
MARIO KART 64

Nintendo ads. Not that impressive. Still don't give up hope just yet.



'Welder'

A few things: firstly, I've noticed *Mario Party* is sold out in most shops. Any idea when Nintendo might send some more copies out for sale? Also, what about giving away some stickers to put across the top of N64 games, so that you can easily see which game is which when you're taking them out of the N64 rack. Oh, and one last thing: I'm really enjoying your What if?s and I was thinking you could perhaps do *Legend of Welder: Blowtorch of Time*.
Ewan McLaughlin, Whitley Bay

We all had a good chuckle at your What if? suggestion, and also nodded in agreement with the top-of-the-N64 stickers (a system we've actually already implemented in the office, because we could never find the games in Martin's drawers). As for Mario and his Party, it's unfortunately not quite such happy news: Nintendo seriously underestimated how popular Mazza Party would be and only ordered 30,000 copies of the game from Japan. Luckily, they've re-ordered a truck load more, so expect the game to be in a shop near you in the very near future. **Ed**

So tell me this

1. Is *F1WGP 2* going to be drastically different?
2. Is *V-Rally 2* coming to the N64?
3. Any news on *Jungle Emperor Leo?*
4. What happened to *Mother 3?*

Chris Charlton, Cambridge

1. Not that different at all. The tracks have been refined, the drivers updated and the handling tweaked but it plays basically the same. Which means it's still going to be fantastic, but perhaps not as different as we hoped.
2. Oooooh, yes. Lined up for Xmas. And it's good.
3. None whatsoever. Perhaps a project for the next machine...
4. Still in development, and there's no release date yet.

Whatever happened to *Superman?* You keep saying you're going to be reviewing it in your Next Month pages, but never seem to get round to it. Is it still in development?
PJ Thwaites, Stockport

Yup. And looking, erm, okay. (If we're being honest, there's a few problems that need ironing out if it's going to do the Man of Steel proud.) Expect it some time this Summer.

1. Is there going to be a sequel to *Battletanx?*
2. When's *Vigilante 8: Second Offence* out?

William Saunders, Guildford

1. Oh yes. Battletanx 2: Global Assault *is out in December in America, so expect a UK release around February. As for the game, it's more of the same, but with 20 new world-spanning levels, more destructive weaponry and bigger explosions.*
2. Not for a while, we suspect. The PlayStation version will come first, so don't expect the N64 incarnation to turn up until early next year.

1. Are we likely to ever get forthcoming PC hit, *Duke Nukem Forever?*
2. And what's happened to *Daikatana?* It's still in your Ultra Release List.

Steve Fielding, Isle of Wight

1. Maybe. But not for a long, long, long time. In fact, if we ever see it, it won't be out on the N64 until well into 2000, maybe 2001, and by then we might even have a new machine.
2. Ah, well, that's at least started development though, again, it won't be out until well after the PC version (scheduled for Chrimbo). Expect it towards the end of 2000.

You mentioned a new feature on *ISS99* in **N64**/28. When's it out?
Alistair Cantlin, London

Unfortunately, Konami have no plans to release J-League Perfect Striker 2 *(or* ISS '99 *as it would be known over here) this year. So, strangely, it'll only be available in Japan. This is because Major A are completely re-doing* ISS *for 2000.*

So tell me this: **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW

Perrrrfick Day

Check out our Special Investigation on page 46 to see how many ideas Rare have 'borrowed'...

From Sam Telltar, Bournemouth

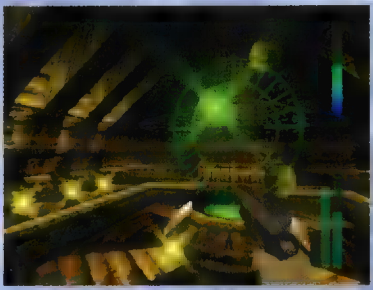
- Your weapons should have an auto-aim which would allow them to target two different enemies at the same time. This would be brilliant for a crowded room, and lead to quicker deaths.
- There should be areas where ceiling lights are flickering on and off, so that the corridors and rooms quickly go from light to dark, making surprise alien attacks even scarier.
- Like *Metal Gear Solid*, you should be able to outrun enemies and then hide from them.

From Jack Timpson, Macclesfield

- You should be able to pick up discarded guns, discharge the ammo and then load it into your current gun. And you should only be able to pick up ammo that's designed for your weapon.
- Jo Dark should visibly reload weapons, like in *Half-Life*.
- Manual reloading. A single button should have to be pressed to reload a new magazine. This would make gun fights far more dangerous.

From Andrew Davidson, Newcastle

- When you use a telescopic sight, the camera should actually zoom *into* the lens on top of your rifle, instead of the whole screen zooming in like it did in *GoldenEye*. It would also be great if you could adjust the amount of magnification like in *Duke Nukem: Zero Hour*.
- With a Create-a-Character option, you should be able to save out your design and use him or her in multiplayer. Wouldn't it be great if this was as extensive as *WWF Warzone?*

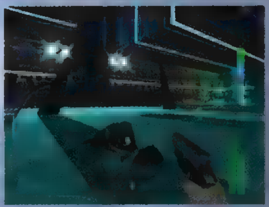


From Callum Warwick, Edinburgh

- Items should be placed randomly in the level meaning that, even if you become really proficient at the game, you'll still have a new challenge every time you come back to a level.
- Please, please, Rare, let us have the ability to plant mines on people.
- What about if you could cunningly place tracking devices onto enemies and then use an Aliens-esque motion device to crank up the tension and also tell you when they're approaching.

From Sandra Bowden, Manchester

- It would be tremendous if you could take off individual enemy limbs. I know the shot-firing system in *GoldenEye* was pretty accurate, but if I get someone in the leg in *Perfect Dark*, I want it to come off in a torrent of blood, veins and muscles. (*One for the Mums, that* – Ed)
- Alternative endings are a *must*. Perhaps there could be three possible routes through the game and, at the end of each route, there would be a separate conclusion and unique cut scenes.



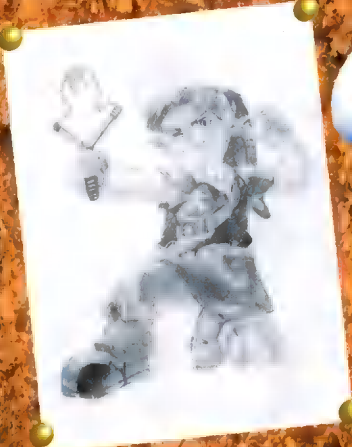
From Geoff Norton, Cambridge

- You should be able to creep up behind guards and break their necks.
- What about a Cloaking Gun? Working best in corridors, this one basically fires a 'cloak' creating a nearly invisible wall which, when guards run into it, cloaks them in body-melting film. After a few seconds, their skin starts to sizzle and they begin to melt away. (*Nice* – Ed)

**If you've got any ideas for *Perfect Dark*, send them to:
Perrrrfick Day, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
We'll forward them on to Rare once we've printed them.**

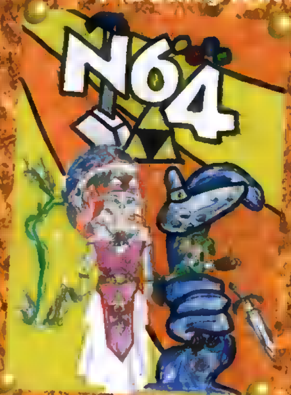
The N64 MAGAZINE BOARD

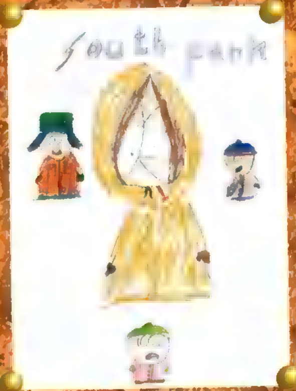
Go on, be artistic!



△ Sam Thompson from Lancashire sent us this lovely pencil-drawn picture of young Link. Thanks Sam!

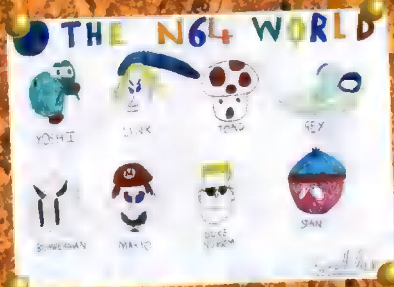
Brendan McCullough from Ballymena was desperate for us to print his drawing. So we did. ▽



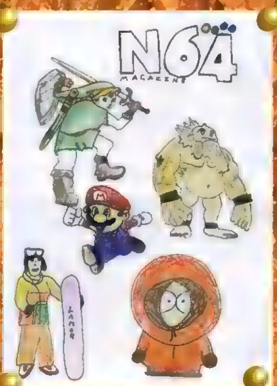


◁ James Mooney from Sevenoaks actually lives in South Park. Yes he does!

▽ Nine-year old Russell Davies from Powys sent in this bunch of colourful chaps.

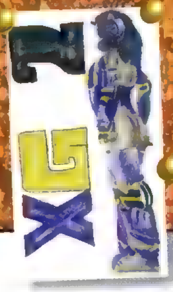


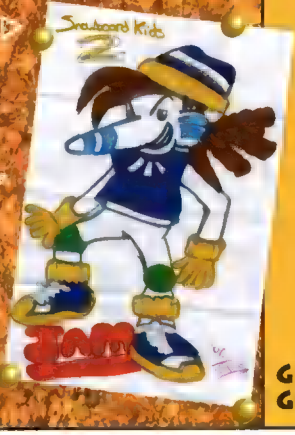
More familiar Nintendo characters from James Mitchell in Penrith. ▽



A slightly scary Jam ▷ sent in by Jacob Golding from Redcar. Well done.

A saucy lady from Sam Gibson in Weston-super-Mare. ▽





GO! GO!

WRITE YOU ARE!

Here's where you review the games. Not us. You...

You sure know your N64 games, and certainly don't have a problem telling us what you think – even if it's the opposite of what we said in our reviews. But we don't mind, bring 'em on we say.

So, how do you get your review printed? Well, perhaps you've played a game which you hoped was going to be exceptional, only to be left with a pile of proverbial. Or, maybe, you've discovered an N64 game that was slated by the gaming media – yes, even us – and found that it's a real gem, and it's now something you particularly enjoy.

Either way, write your 100 opinionated words clearly stating why you've liked, loved or loathed a game. Give it a percentage score, pop on your name and address and send it to the following address:

Reader Reviews, N64 Magazine,
30 Monmouth Street,
Bath,
BA1 2BW

Oh, yes. We'd really like to put a picture of you next to the review you've written so include a recent photo too and your face'll be famous all over the world!

LYLAT WARS

I can't see why this game is so popular. Graphically it's terrible, there aren't enough enemies and you can't save your progress. It's no fun continually fighting a losing battle. Your team mates don't slaughter enough baddies and only say really unhelpful things – so I killed them.

And what about the levels? They're in a weird order mixing hard and easy ones together. I can complete a certain level and feel happy, but then die straight away on the next. What's all that about? Nice steady difficulty curve, I don't think.

You'd be better buying something with class: try *F1WGP*.

Craig Pearce, Alresford

50%

MARIO 64

Mamamia! This game is sooo bad. Every time I've played it I find myself feeling sooo sleepy, and… ZZZzzzzzz

What the…? Oh, yeah… I find it so tedious and unrewarding. Just bombing about collecting stars and completing mindless level after level after level. Why are games this big? I enjoyed the other *Mario* games but this one with its droning music just makes me feel so… ZZzzzzzzz

I'm confused… Where am I? Oh, sorry. Right, believe me, I've tried to enjoy the game that everyone raved about, but so what if he swims, flies, runs and jumps – it's just too dated now. (*You're obviously mental* – Ed)

Spencer Greenwood, Slough

0%

SOUTH PARK

With its beautiful cartoon-esque 3D graphics, *South Park* looked likely to be a real winner and an absolute must buy. However, I found it a tad disappointing. A game that involves repeatedly throwing snowballs at turkeys, whilst running through unimaginative landscapes, is not my idea of a good time.

I tried the multiplayer game with some mates. Kenny died and we all shouted "Ohmygod! You killed Kenny!" And that was it. No more fun to be had out of this very basic shoot-'em-up. The sound and range of weapons are okay, but that doesn't make genuine gaming entertainment.

Neil Paul, Kent

55%

ROGUE SQUADRON

I'm Star Wars crazy and I feel *Rogue Squadron* beats *Zelda* as the Best Game Ever™.

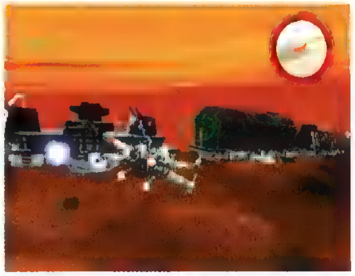
I don't even have an expansion pak, but the graphics are still splendid, and the gameplay is fast and furious. The sound is awesome, as well, and really creates a true atmosphere. Hell knows why you gave it a measly 85%, I think it beats *Turok 2*, *Body Harvest* and *GoldenEye* hands down.

And compared to *Shadow of the Empire*, *Rogue Squadron* is like a fully fledged Skywalker Jedi versus a weak minded Storm Trooper.

Personally, I can't wait for *Star Wars Episode 1: Racer*.

Ben Page, Norfolk

98%



Send your reviews to: Write you are!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

THE FUTURE OF INTERACTIVE ENTERTAINMENT
EDGE®
wipeout 3
loading_
FLY™
icaras™
Edge 72 exists in two different Designers Rupublic formats

Psygnosis is re-entering the PlayStation fast lane with **Wipeout 3**, exclusively unveiled in **Edge** 72, on sale May 19

WIPEOUT THREE IS A REGISTERED TRADEMARK OF PSYGNOSIS LTD
wipeout 3
Issued 15.03.19.00.00.90.00.09. FUTURE/EDGE
Identity: MITDR
60 ADVERTISEMENT
● ICARAS
■ ICARAS [MAN]
● Logotype
icaras
Slogan: "FLY ICARAS™" courtesy of Pho-Ku Corporation Advertising
IC
◀ ICARAS [BUTTERFLY]
19C 80M 90Y 0K
24C 100M 41Y 0K
UP
● WIPEOUT VER. 03.00.02
ICARAS ADVERTISING
S/C/A
THREE

HOW TO...

kick ass and chew bubblegum in

DUKE NUKEM

ZERO HOUR (PART 2)

N64 STAR GAME

WHAT WE SAID

DUKE NUKEM
ZERO HOUR

We reviewed *Duke Nukem: Zero Hour* in issue 28 and this is what we concluded:

"Not quite varied enough but Zero Hour is still a brilliantly-executed blasting trip."

90%

Dim the lights, put on some mellow music, and prepare to kick some butt!

by Daniel Glenfield

This month sees the second part of our comprehensive guide to *Duke Nukem: Zero Hour*. Good, eh?

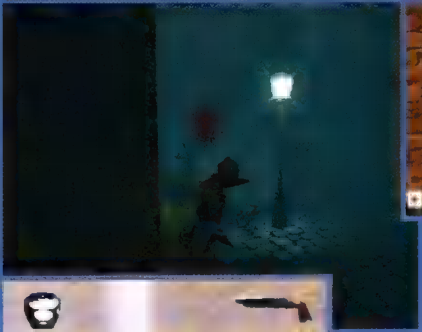
Last month we tackled the first 10 levels of gun-riddled, alien-fragging action and so here we are again, thirty days later, covering the remaining eight levels.

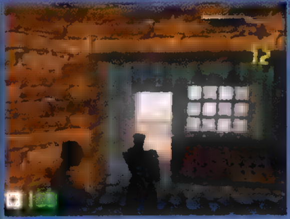
Oh, and no guide to *Zero Hour* would be complete without a delve into the superbly murky world of Dukematch, a free-for-all multiplayer extravaganza with more settings than you could shake a bloodied stick at. Ooooh, yes.

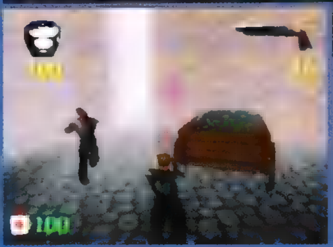
So, with that in mind, it must be about time to to kick some Grade A ass and chew some tasty Hubba Bubba...

54
ALIEN HEAD
108

LEVEL 11: THE WHITECHAPEL KILLINGS

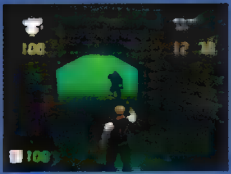


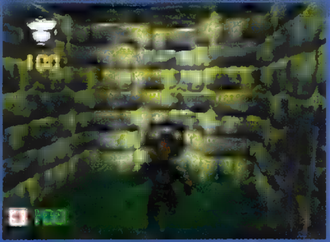




- Deal out some punishment to the pigs and zombies in the area and grab all the ammunition you can find. Get to the shop and collect the bombs inside before destroying the cart opposite to reveal an open manhole. Drop down into the sewer and head right, shooting the lizards and running past the zombies (they're too slow to be of any threat) to get to a door.

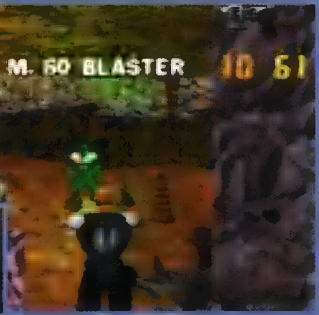
- Use the water valve inside to flood the sewer, and use your bombs to blow a few holes in the side wall to get back to where you dropped in. Take the left route and swim through the gap to the next area. Bomb the wall at the top of the steps to get back to the streets.



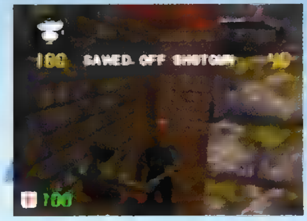


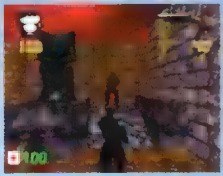
- Work past the pigs and zombies that infest the city and through the back alleys until you come to an open house (on your left as you leave the alley). Upstairs there are a few ammo clips (which always help) but the final part of the level takes place underground, via the lift under the stairs. Going down…

- Behind the strange contraption is a destructible wall, at the end of the short dark passage. Blast your way through and follow the water to a small pool, complete with its own Octobrain inhabitant. Get onto dry land and open the hidden door, then (once the enemy threat has been neutralised) swim to the exit.



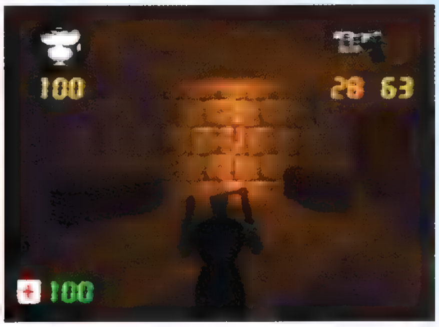
LEVEL 12: PLUG 'EM AND PLANT 'EM

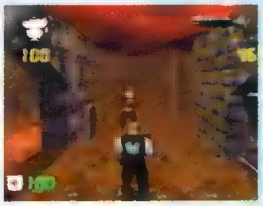


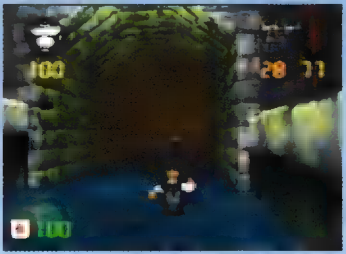


- Search for the two gargoyles and enter the door on the right behind them which leads to a flight of stairs. At the bottom, in amongst the coffins and alien eggs, you'll find the CRYPT KEY. Grab it and run back up the stairs to avoid the killer zombies that burst out of the surrounding coffins. Kill the pigs quickly and escape.

- Leave the area and look for two rows of trees and a locked door. Use the key to unlock it and fight through the dark passage to find a chain dangling from a box on the wall. Pull it and carry on to enter the Elementary Canal. Swim under the bridge to the ladder and climb out of the water.

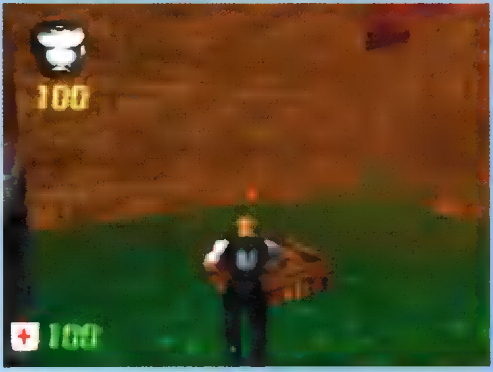






- You'll come under heavy attack now so use whatever cover is available to defend yourself. Find the boat and jump on for a ride. Switch to a rapid fire weapon and shoot the enemies above you, and once they're defeated jump off the boat and pull the lever.

- Get back on the boat and pass through the lock. Ride it to the floating crates and use them as stepping stones to get to the ladder. Use it to get to the exit.



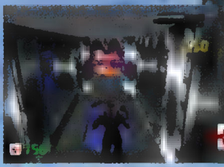
GO! GO!

LEVEL 13: HYDROGEN BOMB

● You need to get to the long corridor where one of the doors requires a key to open. Explore the rooms further along to find some much needed ammunition. Turn right at the end and open the door, fight the guards until you get to another door at the bottom of the stairs.

● Clear the room of aliens and go through to the nest via the door on the right. Shoot the eggs before going any further down the stairs and once the gas has dissipated grab the SKELETON KEY. Run back to the long corridor and use the key to open the locked door. Behind the door is the lift shaft, and this will take you to the end of the level.

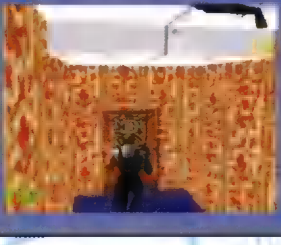
● Jump across and climb up the ladder, all the way to the top (it's a looooong climb). Collect the Gattling gun that you find and climb all the way down to the bottom of the lift shaft where you'll find the level exit. Don't go out to explore the surrounding area at the top of the shaft – it's really not worth it.

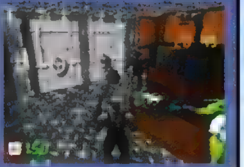


LEVEL 14: GOING DOWN

● Climb up the ladder on the right and grab the shotgun shells, then run left and make your way into the ship. Strafe around every corner to avoid any unwanted surprises, and avoid exploring the cabins as there's not much ammo hidden away inside them.

● When you find the elevator take it down to the lower deck and open the door to your left to encounter a few aliens guarding a stash of ammunition. Grab as much as you can carry and go down the stairs, proceeding slowly to draw out the bad guys one by one. You'll see that one of the rooms has been converted into a beam in point for the aliens, and you must go through this to get to the second elevator which will take you into the engine room.

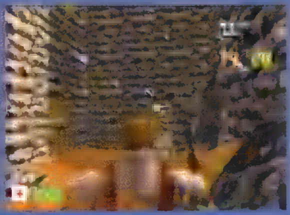




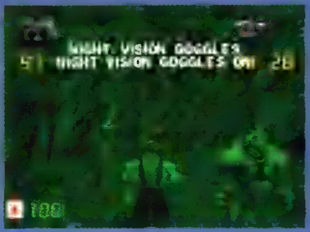
● Drop down to the floor and pick up the box of bombs in the corner. Use one of them to destroy the engine on the far right and this'll reveal a hiding place for the last of the aliens. Look for a small broken crate that you can crawl through and collect the atomic health inside before getting to the rocking car. Shoot the barrel behind it to begin flooding the ship and get back to the engine room.

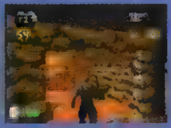
● Wait for the water to rise enough so you can get to the lift and take it to the deck above. Swim through the room and up the stairs to the next elevator that you need to use to get back to the very start of the level. Now that the water has risen you can swim to leave the level.

LEVEL 15: THE RACK

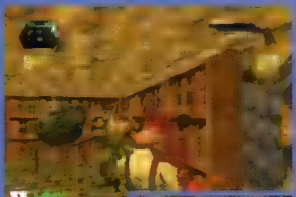


- Dive under the surface of the water to avoid being hit by gunfire from above and swim to the left hand side of the castle. Enter the castle and get to the slope ahead of you but don't go up it. Opposite the base of the slope is a door that leads to a pitch black underground dungeon. Put on the night vision goggles that you'll find and search for the COURTYARD KEY.

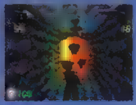




- Leave the dungeon and get back to the surface. Around here is the door that requires the key you just found. Once opened, this door leads to a larger part of the castle that hides the GREAT HALL KEY. The key can be found on top of the anvil around the corner. Use it to enter (naturally) the Great Hall, which is filled with enemies. Run up the steps and jump across to where the lizard was firing down on you. Go right, then right again and through the door on your left (leading to the library). Collect the CATAPULT ROCK.

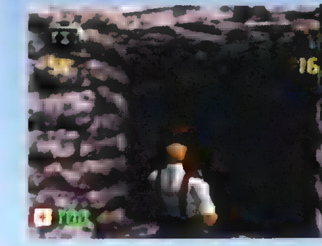


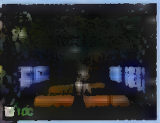
- Run back along the passage, past the Great Hall, through the left door and down to the catapult. Press B to launch the rock, smashing a hole in part of the castle wall, and use it to climb up onto the ledge. Run back round to where the rock landed and open the doors to find the ALIEN HEAD KEY.



- Backtrack to that long slope at the start and open the door at the top. Kill the pig and use the switch on the wall to find the exit.

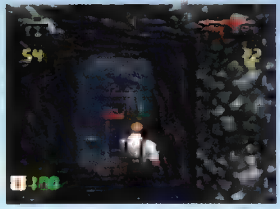
LEVEL 16: BRAINSTORM



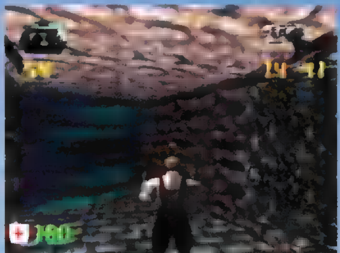


- Take the passage on the right and use your weapons to put the generator out of action. You'll come under fire from a few aliens, but they shouldn't be any trouble, especially as you can use a gap in the rock wall to fire through.

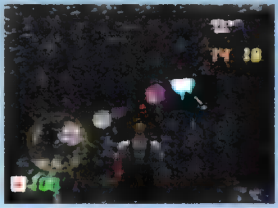
- The next generator is protected by its own shielding, but you can deactivate it by pulling the lever on the wall. Of course this releases the spiders you passed earlier, but you already guessed that would happen didn't you? Didn't you?

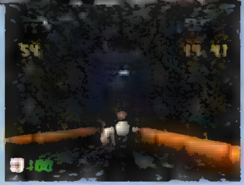


- This is the hardest generator to shut down as it's heavily booby-trapped. Enter the passage and hug the right wall until you eventually come to it. Move towards it, then race backwards: the ceiling will start to collapse to protect it. Run as fast as you can to get out of the area before you get squashed by the ceiling – there isn't any time for mistakes. Go back the way you came and walk down the stairs to the fourth shield wall.



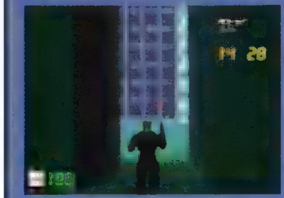
- Cross the bridge and jump across the rocks to the large button on the wall near the shielded generator. Press it and the lights will flicker out in the surrounding area, making jumping back across those rocks a lot harder.



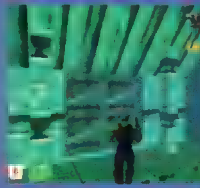


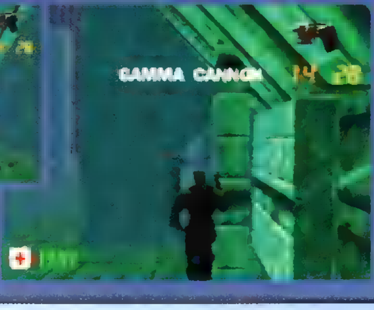
- If you go back to where the shield wall was you'll find that you can now go all the way down the staircase. This allows you to have a closer look at the large crystalline object seen from the windows.

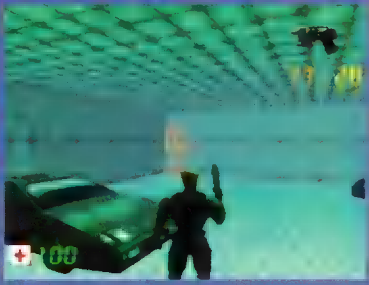
LEVEL 17: THE BROTHERS NUKEM



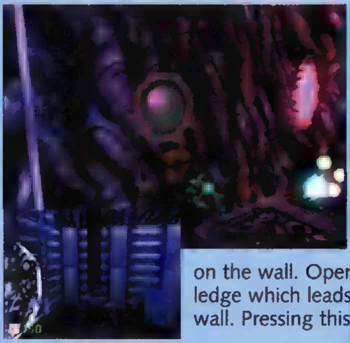
- Simplicity itself. Take some time to explore the level and collect whatever weapons you can find, as you'll need all the help you can get for the next level. Run down the alleyway and keep going straight ahead until you find a car showroom on the right full of, erm, cars. Blow the glass out of its frame and step inside the showroom to find the level's exit.

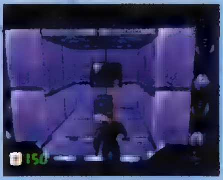




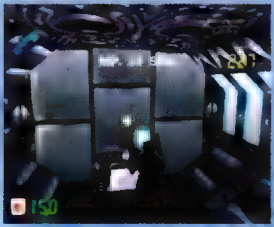


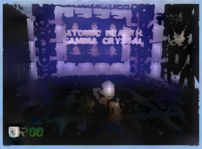
LEVEL 18: THE ALIEN MOTHER



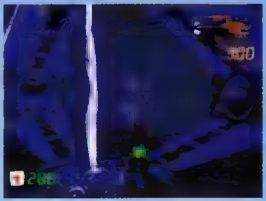


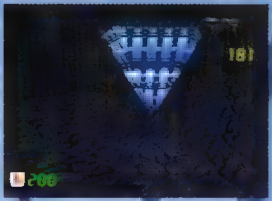
- Immediately take out the surrounding lizards, using the space craft as cover, and open the nearby door. At the top of the stairs (on the right) is a gun turret. This needs to be destroyed before you can safely press the button on the wall. Open the large panel and step out onto the ledge which leads to a room with another button on the wall. Pressing this will open the docking bay doors.





- Grab the BIO EMITTER from around the corner and run back downstairs to the other door. A column should drop down to the right and by pressing this you can open the door and shoot the enemies behind it. Fight your way past them to the next area and collect the CYBORG ENFORCER HEAD.





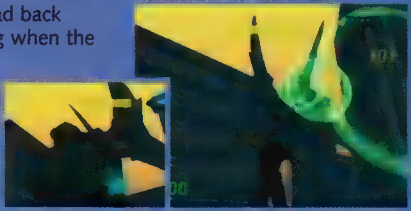
- Now you need to get back to where you got the BIO EMITTER from, and then open the door with your head (?). At the far end, past the Octobrains, is a door leading to a flooded area that you can swim through to find a hole in the rock that leads to the surface. Take the second passage on the right and get to the anti-gravity chamber.

- Hold the jump button to rise all the way to the top. Shoot the lizards and the Octobrain before stepping forward to face the last boss...

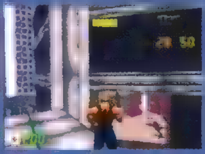
HOW TO... settle the score for good

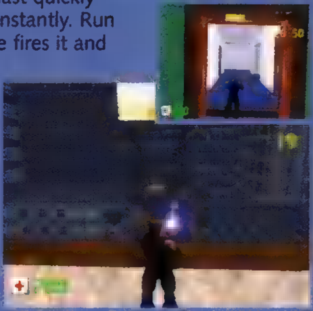
- He's very strong, both offensively and defensively, so every drop of ammunition will be needed to defeat him. His attacks are easily predicted however, and with a bit of agility you can easily avoid taking damage throughout the battle!

- His poison gas breath and disorientation rays can be easily avoided by strafing left or right, but they do a lot of harm if they hit you. He throws his head back before he fires them so predicting when the attacks will come is simple enough.



- When he takes to the skies he may well try to squash you flat. Keep away from him as he hovers above, still shooting, and continue to attack when he lands. His gun is the most dangerous weapon he has because if you don't run away from the blast quickly enough you will die instantly. Run towards him when he fires it and you should be safe.





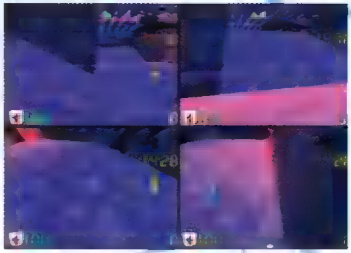
- Generally the best way to defeat the boss is to stay close, but to the side of him, so his attacks can't harm you. It's also possible, by jumping across the rooftops and through the open windows, to enter one of the large skyscrapers and explore inside. You can shoot out of the windows here at the boss, giving an alternative strategy if you find things a little difficult.

DUKEMATCH TIPS

ARENAS

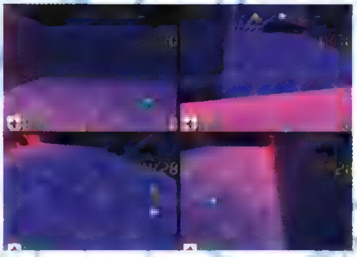
COOL AS ICE

The first of many stages, Cool as Ice has you sliding around uncontrollably at very high speeds. This does make it hard for any opponents to shoot you, but you'll find it next to impossible to accurately hit them as well. That's why, when you see a fellow competitor, you should use a rapid fire weapon and just spray bullets in their general direction while sliding about to avoid retaliation. To grab the weapon on top of the large crate run up one of the slopes and fall onto it. The mistake many gamers make is jumping at the end; this causes your player to overshoot. The crate also acts as a diversion, as inexperienced players will try constantly to get the weapon while you surprise them by firing a few shots.



MIND FUNK

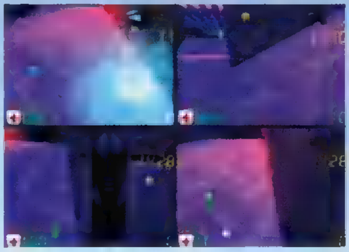
This arena is HUGE! In fact it's quite possible to get lost, so make sure the time limit set is increased or turned off altogether for any battles taking place here. Your radar will be invaluable for hunting down rival players due to the size of the area, and once you find them don't give up the chase as you can be certain you won't see them again for a while. The mirrors are in fact warps that will take you to other parts of the arena, and they're perfect for anyone who's low on health. Once you're through, duck behind something and then fire when your



pursuer appears from the warp! When it comes to chasing an opponent, jump through the holes in the wall to tackle them quickly.

CHIMERA

Battles set in this dark, dank underground stage are often frantic and bloody. The main reason for this is that many of the weapons featured can be used in pairs, dealing out double punishment to anyone foolish enough to take you on one-on-one. The weapons take a while to regenerate, but if you choose to wait around for them to reappear watch your opponents' screens very carefully. The level isn't very big and they can be on you in seconds, and if you're pressed into a corner things get very bad very quickly. Of course, when you have two MP10 SMGs in your hands you can easily scare off any other competitors and if they look like getting away use the strafe



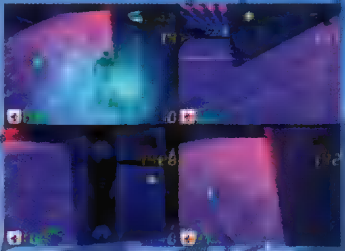
buttons and the analogue stick to 'swing' around corners and catch them with a few bullets just before they disappear. Oh yeah, and make sure you get the armour from the top level. That'll help too.

SLIDERS

There's no ice, as the name suggests, but a series of small rooms and a number of trip switches altering the level's design. The switches raise and lower small walls so you can access new areas, but block off previous routes. Thankfully you can shoot through the walls at opponents even when the path is blocked, and the rocket launcher is particularly good for this. The transporters don't play a big part in this arena but if an opponent chases you into one, simply exit, turn, and fire a few rockets to kill them as they step through.

ATOMIC

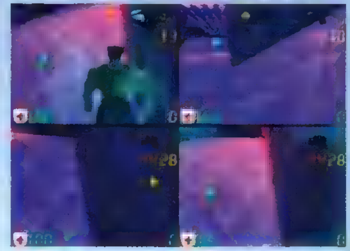
A very small battle stage but the number of power weapons tucked away in it means the death toll is always guaranteed to be high. The teleporters are a godsend for escaping from heavily armed opponents who fancy their chances, as there's hardly any room for strafing in the corridors. One thing to remember is that those bigger



weapons can't be used while running up the slope to the centre of the arena without altering the crosshairs (to do so is certain death). Players using the analogue stick for aiming won't have problems with this. Don't stand in the centre for very long as you're extremely vulnerable here.

SEWERY THING

The many pools and waterfalls in this arena lead to a network of underground pipes that hide plenty of weapons. There are lots of different levels that you can fight on, so always be on the lookout for players shooting down at you from above. Use one of the teleporters to



take you to the top of the arena and you'll be pretty safe from those below, but do keep an eye on everybody's screens so you're ready if they plan to beam down to you.

HIGH NOON

This is a very large multiplayer stage, and almost a carbon copy of the Dry Town level in the one-player game. Your radar is invaluable for tracking down enemies as there are so many rooms and teleporters to escape through. Head over to where the TNT was in the one-player game (on the island surrounded by water) and you'll find a boiler plate that will protect you from a few hits. Climb up the nearby ladder and you can take up a sniper position on the rooftops. If it's health you're after take a trip to Goldigger's Saloon and warp to the underground cave where there's a stash of health pick-ups just waiting to be used.

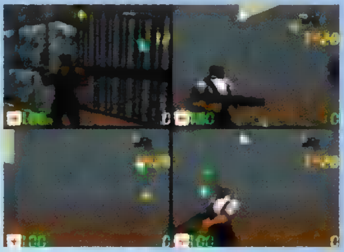
RED SECTOR

Red Sector is separated into two areas, one has the Gamma Cannon and the other holds the Sniper Rifle. You can travel between these two places via the transporters at the top of each area, but beware of ambushes as you go to the centre to collect the weaponry. If you start to have flashbacks of Big Donut from *Mario Kart 64* i.e. chasing an opponent round and round in circles, run to the middle of the arena and trap him/her behind one of the walls.

If they try to escape you can get a few hits in with the Gamma Cannon.

ROCKY KNOLL

The walkway that traverses the water in the middle of the level is the point where players are most vulnerable. There is an area above the walkway that is an ideal spot for firing down on passers-by – with guns such as the sniper rifle. When they start diving into the water and swimming across, concentrate on the other end of the path where they'll eventually surface. Dynamite is also useful as you can throw it ahead into the path of players (providing they don't see



you) and watch it explode as they get near!

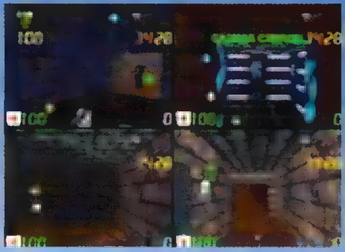
HIVE 8

Hive 8 is essentially a few small rooms connected by narrow passages. If you want an easy way win, pick up the grenade launcher and get to the very top of one of those passages. Watch your

opponents' screens and when they get close send one or two incendiaries down to shake them up. You can finish the job with a few shots from your blasters.

CASTLEMANIA

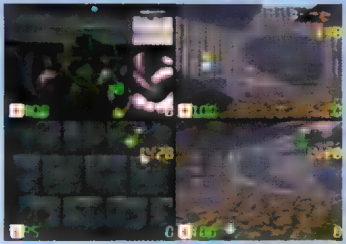
Don't go out onto the courtyard: your fellow players will shoot you from the safety of the many slits in the castle wall. By far the best vantage point is up in the sentry box overlooking the whole of the castle. Although you can see the other players running about, you've still got to be on your guard for sneak attacks from behind (the worst kind). Drop down to the ground below and you'll find some armour underneath



the sentry box: should anyone try to follow you down you'll be ready…

EPILEPSY

Not one of the greatest battle arenas but good for a change of scenery if you get bored of Cool as Ice. The pool of water has lots of exits that take you to other parts of the level, but it also contains a health top-up. The large crystals can be handy cover from enemy fire, but they're better used for setting traps. Get near one and then go up one of the small slopes nearby, but stay out of sight. As the enemy closes in, using their radar, they'll expect you to be behind the crystal. You can then jump out while they're searching for you and punish them for their insolence!



HOW TO...

CLOBBER FIVE N64 CLASSICS

Top tips and hints for those new budget titles.

You should all be aware by now that there's a lovely, cheap, mid-price range of N64 games in the shops, called Player's Choice. There are, at the moment, five games in the range – and what titles: *F1 World Grand Prix*, *Mario Kart 64*, *Lylat Wars*, *Wave Race 64* and *Snowboard Kids* – crackers, one and all. So here's a tips refresher for each of these brilliant games. Enjoy!

by Jes Bickham

F1 World Grand Prix

WHAT WE SAID

"Truly mind-blowing. No fluffed opportunity, the N64 has finally got the driving game that it really deserves."

VERDICT

Until the sequel arrives, *F1 WGP* remains the pre-eminent Nintendo driving game.

93%

Hawaii bonus track

Select exhibition mode and change Williams to 'Vacation'. The ace Hawaii track is now open.

Gold driver

Select exhibition mode and change Williams to 'Pyrite'. The gold driver will appear on the driver selection screen under exhibition, time trial and two player modes.

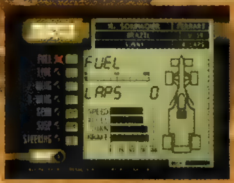
Silver driver

Select exhibition mode and change Williams to 'Chrome'. The silver driver will appear on the driver selection screen under exhibition, time trial and two player modes.

F-Zero X mode

Choose the gold or silver driver, on rookie level and manual transmission, and keep the car in first gear. You'll be able to reach speeds of about 800mph. Absolute madness!

Unlimited fuel



Select Grand Prix mode and enter the paddock screen. Set your car's fuel level [illegible] low as possible – you'll find that you've now got infinite fuel.

Mario Kart 64

WHAT WE SAID

"It ought to last a lifetime. Extremely entertaining, especially if you've got four controllers."

VERDICT

Arguably the best multiplayer game ever made, and a damn good time trial challenge.

91%

Course ghost racers

There are three course ghosts in the game – beat the time below to race them in Time Trial mode:

Course	*Time*
Mario Raceway	*1'30"00*
Luigi Raceway	*1'52"00*
Royal Raceway	*2'40"00*

Secret corner turbo

When powersliding round a corner – by holding R – press in the direction of the turn with the analogue stick. Now move the stick in the opposite direction, and the smoke coming from the tyres should turn yellow. Repeat and it'll go red – release R and you'll get a mini-boost. This should all be done in one smooth, quick action.

Banana recovery

When you hit a banana peel, quickly stab the brake – your character will whistle and then carry on without spinning.

Turbo start

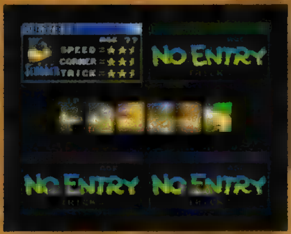
Press A to accelerate between the second and third lights for an exhaust-flaming turbo start. Nice.

Quick restart

After falling from a track (like, say, into the river on Royal Raceway), quickly tap A and you should speed straight off when Lakitu finally releases you.

Snowboard Kids

All snowboards, characters, and courses



Press Down, Up, Down, Up, Bottom-C, Top-C, L, R, Z, Left, Right-C, Up, B, Right, Left-C, Start at the starting screen. Nancy will laugh to confirm correct code entry.

Silver Mountain course

Earn a gold cup on the Quicksand Valley bonus course.

WHAT WE SAID

"*Mario Kart* on ice. Technically a little ragged but still enormously good fun."

VERDICT

The sequel is the more accomplished game, but the original remains a charming and playable experience.

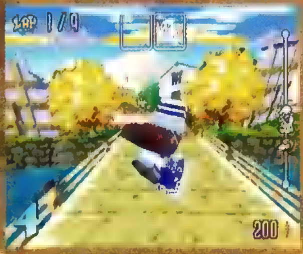
86%

Quicksand Valley course

Earn gold cups on the first six courses. A new snowboard and the Quicksand Valley desert track will now be available.

Ninja Land course

Earn a gold cup on the Silver Mountain bonus course.



Play as Sinobin

Earn a gold cup on the Ninja Land bonus course.

GO! GO!

Lylat Wars

WHAT WE SAID

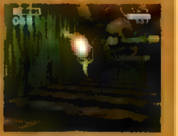
"It's got everything you'd look for in a good movie – but in a game. It's brilliant."

VERDICT

One of the landmark N64 games, and still the best shoot-'em-up. No free rumble pak at this price, though.

91%

Expert mode



Obtain medals on all 15 levels by getting the required number of 'hits', and keeping all your wingmen alive. This will also unlock a sound test option.

Level	Minimum hits
Aquas	150
Area 6	300
Corneria	150
Fortuna	50
Katina	150
Macbeth	150
Meteo	200
Sector X	150
Sector Y	150
Sector Z	100
Solar	100
Titania	150
Venom	200
Bolse	150
Zoness	250

Use Landmaster

Win a medal on Venom in normal mode to use the Landmaster tank in multiplayer.

Hidden artwork

Complete the game in expert mode using either route to Venom. Wait until the credits end. Depending on which Venom route was taken, two different screens will appear.

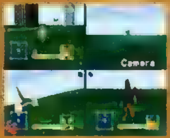
Alternate title screen

Get all 30 medals in the game. (15 in normal mode and 15 in expert mode.)

Play on foot

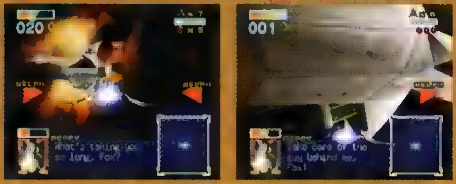
SELECT MACHINE

Win a medal on Venom in expert mode. Falco, Fox, Peppy or Slippy may be played on foot in Vs. mode.



Sector Z recharge

In Sector Z, fly in the rear top hatch of Great Fox, over the middle engine. You will emerge near the front lower hatch completely recharged. Also, damaged wings will instantly be repaired.


020
What's taking you so long, Fox?
001
Take care of the guy behind me, Fox!

Wave Race 64

Quick start

START
POWER UP!

Hold the accelerator just before the announcer says "Go!". If you time it correctly, you should pull away with maximum power.

Colour select

WATERCRAFT SELECT
ENTER
GO BACK
WATERCRAFT SETTINGS
NORMAL
CUSTOM
HANDLING
LIGHT
HEAVY
ENGINE
DASH
TOP END
GRIP
LOOSE
TIGHT

WATERCRAFT SELECT

Highlight a character and hold Up on the analogue stick when selecting a jet ski to choose between two different colour schemes.

Dolphin ride

Select stunt mode and ride in Dolphin Park. Go through all the rings and perform the following stunts:

Handstand: *(off throttle, Down and Up)*
Spin: *(off throttle, sweep analogue stick clockwise)*
Stand: *(off throttle, sweep analogue stick counter-clockwise) and Somersault (hold Down)*
Roll left: *(off ramp, press Right and hold Left)*
Roll right: *(off ramp, press Left and hold Right)*

WHAT WE SAID

WAVE RACE 64

"*Wave Race* parallels the ground-breaking brilliance of *Super Mario 64*."

VERDICT

The fact that it hasn't been bettered since makes it all the more impressive. An essential purchase for racing fans.

90%

PLAYSTATION NINTENDO 64 GAME BOY PC

HOT!

Arcade

The videogame magazine

July 1999
Issue 8 £2.80

WIN A COIN-OP!
£2,000 Space Invaders machine up for grabs

PLAYSTATION
56 hot games reviewed

DREAMCAST
Can Sega convince you to buy their new console?

ARE YOU QUICKER THAN CLINT?

SHOOT-'EM-UP SPECIAL!

TIME TO PROVE IT IN...

QUAKE III: ARENA
The biggest game of 1999

QUAKE 2
On PlayStation and N64

PERFECT DARK
The sequel to *GoldenEye*

PLUS!
- Will videogames turn you psycho?
- How to play on-line
- 20 classic shooters reviewed

INSIDE

EXPOSED! NEW LARA MODEL IN HER UNDIES!

148 pages of
Dreamcast
Students
Tekken champs
Movies
Music
& More

STAR WARS! FIRST NEW GAME REVIEWED!

Future Publishing

Arcade 8. The videogame magazine. On sale 3 June.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

Have you ever had a favourite N64 game and played it forever? And then gone back to play it some more, only to discover a genius way to complete it, a cool way to get the high score or something just plain fun? In Help Wanted we give you – and your fellow N64 readers – the chance to share your wealth of gaming knowledge.

If your guide gets printed, then you'll be rewarded with an exclusive **N64** record bag – designed by the one, the only, Wil Overton™. And if you want to include a photo, we'll print that too. Read the ever so simple rules below, and get scribbling.

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue Oliver has picked out 11 quirky things you can go back and do in *Zelda* once you've finished the game.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month.
Oh, and good luck!

HOW TO...

find 11 cool things in

THE LEGEND OF ZELDA

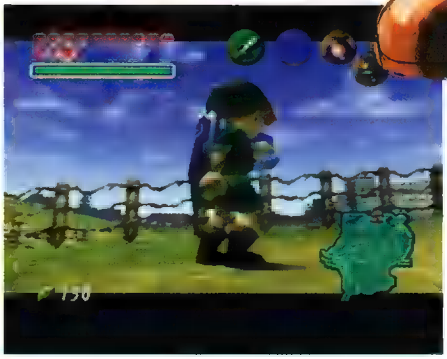
By Oliver Bolton

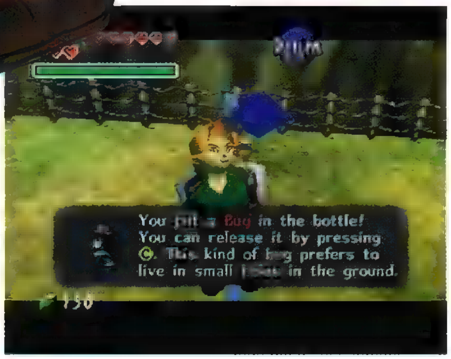
Finished *Zelda* yet? Most of you probably have by now but, like us, you've probably been unable to resist going back to the land of Hyrule, and taking the time to explore and potter around without having to worry about rescuing the lovely princess Zelda.

And there's so much to see and do – which is why Oliver has sent us this guide to some of the game's more enjoyable quirks. Should you want to get even more out of the Best Game Ever™, then we suggest you read on right now…

1 *Infinite health*

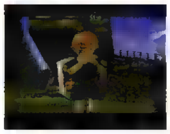
First make sure that you have a bug in a bottle, and go to any drop-off. Now release the bug and catch it again so you're holding the bottle in your hand. Have an empty bottle equipped to one of the C-buttons and jump to the drop-off. While you're in the air, press the C-button for the bug, and then for the empty bottle. When you land, Link will take a drink, refreshing his health, although he is just drinking from an empty bottle.



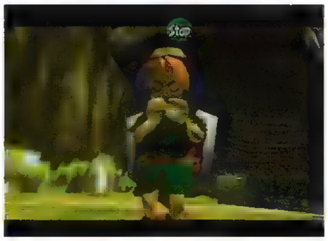


You got a Bug in the bottle!
You can release it by pressing
C. This kind of bug prefers to
live in small holes in the ground.

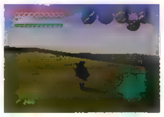
2 Musical weapons



Do the same as before, but use a weapon instead of the empty bottle. While you're in the air, press the button for the bug, and then the button for the weapon (B or C-button) and when Link lands, he will take out that weapon and put it to his lips like an ocarina. You can actually play it – so now you can didgeridoo with a deku stick or be daring and play the bomb!

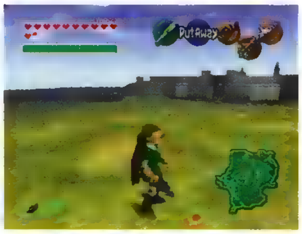


3 Strobe Link

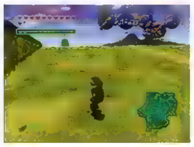


Have the option 'Hold' turned on. When Link runs, keep tapping Z for a strobe effect.

4 Laser pointer

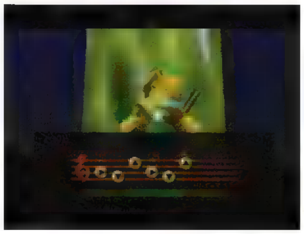


Set the Hookshot to one of the C-buttons. Hold Z, press the Hookshot button, press the shield button and then let go of Z. You should be running around with the red dot still visible.



5 Change ocarina notes

Whilst playing a note on your ocarina, press Z to make it flat or R to make it sharp. You can also use the joystick to bend notes.



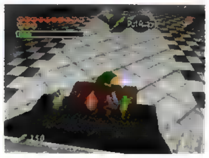
6 Save magic with the Lens of Truth

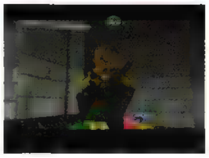
If you want to use the Lens of Truth for a long time without losing a single bit of magic, follow this tip: instead of just pressing the related C-button once to turn it on, keep tapping it instead (an autofire button helps). Although invisible objects will only flash on the screen, you should still be able to see them as well as you would normally. This is very handy for places like the Haunted Wasteland and the Bottom of the Well.

7 Secret grotto in Ganon's Castle

If you use the Lens of Truth on the walls around the central tower in the main room, you will find a grotto full of fairies and business scrubs.

8 Freeze Navi

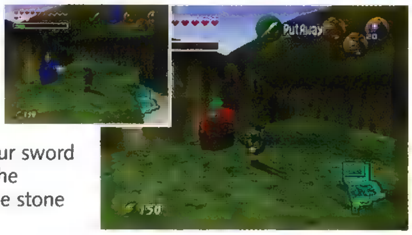




In the Temple of Time as an adult, read the inscription on the display, then backflip onto it. Stand between the Kokiri Emerald and the Goron's Ruby and, then facing the Emerald, play Saria's Song and listen to what Navi has to say. Navi will now get stuck – you can move around the building and she will not follow you around.

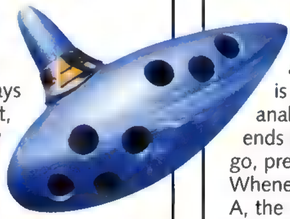
9 Change colour of One-Eyed statues

Plant a bomb by any one of these statues. After it detonates, the stone will start a countdown to when it blasts off by beeping and changing colours. If you hit it with your sword when it is a certain colour, the countdown will stop, and the stone will stay that colour.



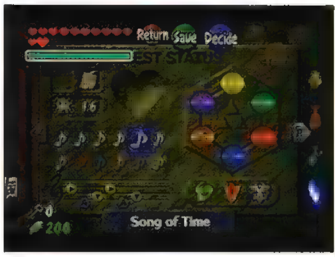
10 Magic music

When you have completed the game and it says 'The End', wait, and it will play the song you taught to Pierre (not the Scarecrow's Song) on different instruments.



11 Play ocarina whilst doing something else

On the pause screen, select one of the grey note songs and press A to play it. Whilst it is playing, push up on the analogue stick, so that when it ends the selector will move up. Let go, press start to unpause and voilà! Whenever you press a C-button or A, the ocarina will play. To stop it playing, simply get out your real ocarina.



HOW TO... breathe new life into GOLDENEYE

"Your face, your... no, hang on, that's wrong isn't it?"

by Daniel Glenfield

Over two years old and still going strong, *GoldenEye* is a regular N64 lunchtime favourite. But multiplayer shenanigans aside, the one player game is starting – just – to become a little too easy, even on 00 Agent mode, for us superbumans at N64 Magazine.

So, with the aid of our infinite knowledge and wisdom we've put together a compilation of scenarios that even the mightiest of *GoldenEye* veterans will find challenging. Indeed, some of them even made Wil's hair stand on end!

WHAT WE SAID

We reviewed *GoldenEye* in issues 7 and 9 and this is what we concluded:

"Sheer, unadulterated Bond brilliance. We're not joking. Buy this game."

94%

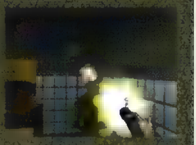
LICENSE TO KILL SETTING

Thanks to the unique 007 mode you can make each mission that little bit more realistic. By adjusting the level editor so it matches the settings below you can crank up the difficulty to a 'kill or be killed' mode, where you *must* use stealth and cunning if you are to survive. Give it a try but beware – it ain't easy!

Enemy Health 0%
Enemy Reactions 100%
Enemy Damage 1000%
NO CHEATS ALLOWED

The License To Kill setting works best on levels with a finite number of enemies, such as the Dam, Facility, Frigate etc. Otherwise it's just downright unfair.

HAT'S A NEW WAY TO PLAY GOLDENEYE

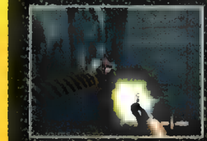


Now this might be a bit of a silly way to play the game but it's good for a laugh when you've got a few friends over. Switch on the **INVISIBILITY** and **INFINITE AMMO** cheats and enter a level where most of the soldiers are wearing hats (Facility is a good one). Now try to knock off their hats using a gun without killing a single guard. The player with the most holes in hats wins!

THE LEVELS

DAM

● In the wide open spaces early on in the level, dodging enemy rocket fire is relatively easy. The hardest part comes when you've got to infiltrate the tunnel inside the dam itself. There are many different approaches to try: long range rocket fire, sniper rifles etc. Try lots of tactics until you find one that works.



Cheats: *All Weapons • Infinite Ammo • Enemy Rockets*

007: *Enemy Health 200% • Enemy Reactions 100%*

Weapons: *Any*

Top tip: **The tunnel at the end will prove to be the greatest challenge.**

Fire a few rockets into the distance before ducking back around a corner to avoid retaliation.

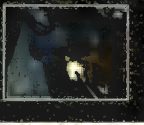
● This challenge will take more than a few attempts, that's for sure. Be sure to use every scrap of cover there is available, and don't stand still for a moment.

Cheats: *None*

007: *Enemy Health 0% • Enemy Damage 1000% • Enemy Reactions 100%*

Weapons: *Slap and KF7 Soviet*

Top tip: **You can use the KF7 without attracting any unwanted attention. Hold R to bring up the targeting sight and tap Z to fire one shot at a time. Ideal for the first part of the level.**



● Killing enemy soldiers before they get close has always been a good tactic, and it's especially effective for this stage where the results can be explosive! (*Sorry – Ed*)

Cheats: *All Weapons • Infinite Ammo*

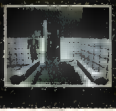
007: *Enemy Health 200% • Enemy Reactions 100%*

Weapons: *Hand Grenades*

Top tip: **Wait for the smoke to clear before running forward to inspect the damage, especially in the tunnel at the end of the level.**

FACILITY

● Possibly the best level, the Facility has the most potential for hard challenges, as



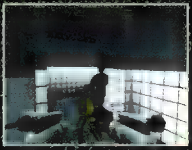
this demonstrates. Detailed knowledge of the level always helps.

Cheats: *2x Lasers / All Weapons*

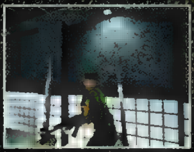
007: *Enemy Health 1000% • Enemy Reactions 100%*

Weapons: *2x Lasers*

Top tip: **This is really tough as you'll be swamped with guards as soon as you fire a single shot. Just remember the lasers can shoot through doors...**



This is Martin's favourite challenge, for obvious reasons. You'll have to lure the soldiers towards you and pounce on them when they least expect it. Stealth is the key.



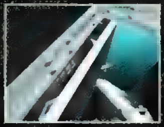
Cheats: *2x Hunting Knives / All Weapons*

007: *Enemy Reactions 100%*

Weapons: *2x Hunting Knives (you may use Remote Mines for the chemical tanks)*

Top tip: **Kill the guards one by one i.e. so their comrades don't see you. Until it's too late...**

Thankfully the Phantom has an extremely large ammo clip, and you're gonna need it for this challenge. If you find it too easy step up to the KF7 Soviet, then the DD44 (the gentleman's choice of weapon).



Cheats: *All Weapons • Infinite Ammo • Enemy Rockets*

007: *Enemy Health 1000% • Enemy Reactions 100%*

Weapons: *Phantom (easy) / KF7 Soviet (medium) / DD44 (hard)*

Top tip: **You can eliminate most of the soldiers in the first part of the level using this sneaky trick: shoot the guard in the adjacent cubicle and wait for the others to appear. They'll all run into the cubicle to your left. Slowly manoeuvre yourself so you can see the guards and begin firing. They're packed in like sardines so you can just stay in the air vent and take pot shots until they're all dead!**

BUNKER 1

Make them dance with the Taser, but remember it's a little bit noisy so aim straight for the head before any more soldiers arrive.

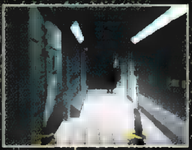
Cheats: *All Weapons*

007: *Enemy Reactions 100%*

Weapons: *Taser*

Top tip: **Conserve your energy for the dash at the end. Once the special forces have been alerted wait for them to move into the main room (where Boris was) before racing past them. Hopefully you'll make it outside without too much fuss.**

Martin's second favourite, because you've got to momentarily switch to the trusty old PP7 to take out the security cameras. Use your speed to rip 'em a new one before the guards can fire a single shot.



Cheats: *2x Hunting Knives / All Weapons • Enemy Rockets*

007: *Enemy Accuracy 100% • Enemy Reactions 100%*

Weapons: *2x Hunting Knives • PP7 (for security cameras ONLY!)*

Top tip: **Wave to one of the guards and dodge the missile he fires. Run back and wait for him to follow you, whereupon you can jump out and surprise him.**

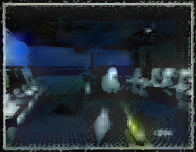
FRIGATE

Accuracy is the key word for this one, as a bullet that misses its target often results in certain death. And just think what's going to happen to the hostages if you miss with your first shot. Ouch!

Cheats: *Golden Gun / All Weapons • Enemy Rockets*

007: *Enemy Reactions 100%*

Weapons: *Golden Gun (Gold PP7 not allowed!)*



Top tip: **Let the auto aim feature do the hard work for you. If, however, you miss your target, strafe quickly to avoid the rocket while you reload. 100 bullets is plenty.**

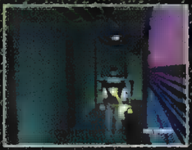
An in-depth knowledge of the ship is essential for this challenge, as in the blink of an eye you can end up with your insides scattered across the deck of the vessel as the result of a well placed rocket. Hard is not the word.

Cheats: *Infinite Ammo • Fast Animation • Enemy Rockets*

007: *Enemy Health 0% • Enemy Reactions 100%*

Weapons: *Silenced D5K Deutsche*

Top tip: **Shoot a few rounds up into the bridge from the front of the ship to draw the guards out. They will run around the whole of the ship before finally coming out to meet you. With these guys removed you can step onto the bridge and work your way through the rest of the vessel.**



BUNKER 2

Head shots are recommended for this mission. But because you're using the Klobb it's extremely difficult. If you can't manage the head aim for their chest instead.

Cheats: *All Weapons • Infinite Ammo*

007: *Enemy Health 250% • Enemy Reactions 100%*

Weapons: *Klobb (ha ha!)*

Top tip: **You can shoot out the glass in the doors and use them as cover to safely attack the enemy! A dishonourable way to win, but who cares?!**

SILO

A difficult one, since you're up against an army of soldiers and a time limit. The latter isn't anything to worry about though as you've got bags of time to complete your objectives.

Cheats: *None*

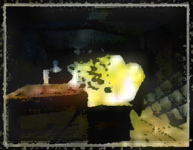
007: *Enemy Health 0% • Enemy Damage 1000% • Enemy Reactions 100%*

Weapons: *Silenced PP7*

Top tip: **To stop Ouromov from shooting you'll need to run towards him. Time your run well and be sure to kill the guards that appear soon after.**

TRAIN

The first few carriages will be a taste and a half for any GoldenEye player, as will tackling the special forces guys near the front of the train, they prefer not to use rocket launchers but ZMGs instead.



Cheats: *Gold PP7 / All Weapons • Infinite Ammo • Enemy Rockets*

007: *Enemy Health 250% • Enemy Reactions 100%*

Weapons: *Gold PP7*

Top tip: **Shoot Ouromov and Xenia at the end of the train to give Natalya a few extra seconds to locate the secret base. Oh yeah, and you can't use the watch laser on the metal cover to escape.**

YOUR TURN

Completed all the challenges? Wondering what to do next? Well why not send us your own missions, complete with one or two tips on how to beat them? We here at *N64* are always up for a fresh challenge and welcome any you can dream up. Just scribble them down and pop them in the post to:

GoldenEye Missions,
***N64 Magazine*, 30 Monmouth**
Street, Bath, BA1 2BW.
We're waiting...

TIPS EXT

Charlie Blast's Territory

LEVEL PASSWORDS

2. 4 Clubs, 5 Hearts, 10 Clubs, Queen Clubs, Queen Clubs.

3. 4 Clubs, 5 Hearts, 10 Spades, 9 Clubs, 4 Clubs.

4. Ace Clubs, 7 Diamonds, 6 Hearts, 6 Spades, 2 Hearts.

5. 6 Hearts, 2 Hearts, Ace Spades, 5 Hearts, 8 Hearts.

6. 9 Diamonds, 10 Diamonds, Jack Diamonds, Jack Hearts, Queen Hearts.

7. 9 Diamonds, 10 Hearts, 10 Hearts, 7 Diamonds, 5 Hearts.

8. Ace Clubs, 7 Diamonds, 8 Diamonds, 5 Clubs, 8 Hearts.

9. 6 Diamonds, 4 Hearts, 9 Hearts, 6 Hearts, Queen Clubs.

10. 7 Diamonds, 10 Hearts, Ace Hearts, 9 Spades, 6 Hearts.

11. 7 Diamonds, 4 Spades, 9 Diamonds, 7 Hearts, Queen Hearts.

12. 6 Diamonds, 4 Diamonds, 9 Clubs, 8 Clubs, 4 Clubs.

13. 5 Clubs, 9 Clubs, Jack Hearts, 6 Clubs, 4 Clubs.

14. 2 Hearts, 3 Diamonds, 9 Diamonds, 3 Diamonds, 2 Clubs.

15. 4 Clubs, 5 Hearts, Queen Spades, 4 Clubs, 8 Clubs.

16. 6 Diamonds, Jack Spades, 2 Hearts, Ace Diamonds, 6 Hearts.

17. 6 Hearts, 2 Hearts, Queen Clubs, 7 Spades, 3 Hearts.

18. 6 Clubs, King Hearts, 10 Hearts, Ace Clubs, 3 Spades.

Micro Machines 64 Turbo

0:04 15
LAPS 3

Pause the game at any time and input the following:

ANY OBJECT
Down, Down, Up, Up, Right, Right, Left, Left.

REAR CAR VIEW
Left, Right, Left-C, Right-C, Left, Right, Left-C, Right-C.

BOUNCE HIGH
Left-C, Right, Right, Down, Up, Down, Left, Down, Down.

2X SPEED
Left-C, Bottom-C, Right-C, Left-C, Top-C, Bottom-C, Bottom-C, Bottom-C, Bottom-C.

SLOW CPU CARS
Right-C, Top-C, Left-C, Bottom-C, Right-C, Top-C, Left-C, Bottom-C.

DEBUG MENU
After pausing the game at any time press Left-C, Up, Down, Down, Left-C, Right-C, Right-C, Top-C, Bottom-C to enable the Debug Mode.

To use the Debug Mode simply press any of the following button sequences while you're playing.

0:53 50
LAPS 1
RECORD
0:50

Quit Race and Win:
Press Z + Bottom-C.
(This doesn't work in time trials.)

Change Camera Angle:
Hold Z and press Up, Down, Left or Right.

Change Camera Zoom:
Hold Z and press L or R.

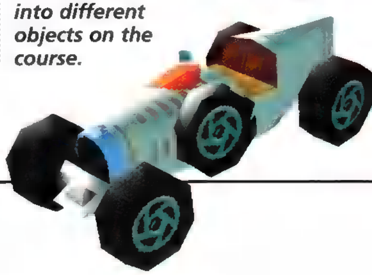
Turn Player into Computer Drone:
Hold Z and press Left-C.

Blow Up All Cars:
Hold Z + Top-C + Right-C + Left-C.

GET TURBO BOOST
At the start of your race press the Gas button as each chime sounds. At the last chime HOLD the gas button to get a turbo boost.

GET TURBO JUMP
As you get to the finish line on the last lap hit R to jump. Timing is everything.

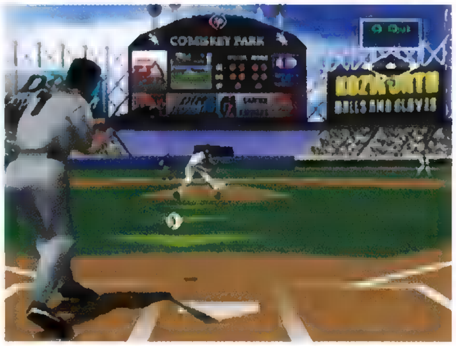
CHANGE CAR TO OBJECTS
In challenge mode you can pause the game and press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. Your car will change into different objects on the course.



RA

It's not really cheating is it? If you're having fun, it's not cheating. It's having fun, right? So, in that case, welcome to the funhouse...

Triple Play 2000



ADD ONE RUN TO AWAY TEAM'S SCORE

While playing hold L + R + Z then press Right-C twice.

ADD ONE RUN TO HOME TEAM'S SCORE

While playing hold L + R + Z then press Left-C twice.

EASY HOME RUNS

When it's your turn to bat, hold the analogue stick diagonally up and left and press B. If your position is correct you will hit a home run pretty much all of the time.

HOME RUN SOUNDS

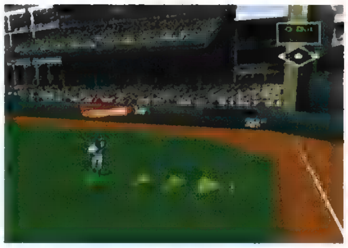
After hitting a home run, press Top-C or Right-C to hear air horns, or Bottom-C to hear whistles while running around the bases.

INSTANT OUTS

Hold L + R + Z and press Down and Up during game play. Your opponent will get three outs automatically.

INSTANT THREE BALL COUNT

While batting, press and hold Z + R + L and press Up, Down.



California Speed

BONUS CARS

To earn the bonus cars, meet the following criteria:

- **Five-Oh Car**

Beat the Sports Cup in first.

- **Mountain Dew Pick-up**

Beat the Heavy Cup.

- **Predator Car**

Beat the Sports Cup with the Five-Oh Car.

- **Semi Truck**

Beat the California Cup in first.

- **Squirrel Car**

Beat the Light Cup.

CALIFORNIA TRACK

If you completely beat Series Mode you're awarded the "CALIFORNIA" track.

CLOVER TRACK

To unlock the Clover track, first play the Sports Series and access the Fuji track. Get to the third week and you will see another "?" after the Fiji track. Beat Fiji again and you'll have unlocked Clover.

FIJI TRACK

To unlock Fiji you must play Sports Series. Use the 486se car to get to the 5th race of the second week and win before your time's up.

MIRROR SERIES

Go into Practice. Before selecting a track make sure that you set it to "Mirror". Go into the Practice track but don't race the track. Simply exit and start a "Series" race. Now you can race the "Series" in Mirror Mode. Go back into Practice and switch "Mirror" off to switch "Mirror Mode" off.

SHORTCUT IN MT. SHASTA

Right after the first turn there is a break in the trees on the left. Cut through there to shave some time off the lap.

Classic tip Banjo-Kazooie

The best game of '98 – at least until *Zelda* came along and smashed expectations. Have some lovely cheats.

Once you've drained the sandcastle in Treasure Trove Cove, enter any of these codes for the desired cheat. Super. Lovely. Smashing.

Banjo is a washing machine:
WISHYWASHYBANJO
Unlimited red feathers:
CHEATNOWYOUCANFLYHIGHINTHESKY
Unlimited blue eggs:
CHEATBANJOBEGSFORPLENTYOFEGGS
100 Mumbo tokens:
CHEATDONTBEADUMBOGOSEEMUMBO
8 honeycombs:
CHEATANENERGYBARTOGETYOUFAR
Unlimited air: CHEATGIVETHEBEARLOTSOFAIR
Unlimited lives:
CHEATLOTSOFGOESWITHMANYBANJOS
Unlimited gold feathers:
CHEATAGOLDENGLOWTOPROTECTBANJO

ACTION REPLAY CODES

MARIO PARTY

1. Player in top left of screen has lots of stars 800FFAAC 0063
2. Player in top right of screen has lots of stars 800FFADC 0063
3. Player in bottom left of screen has lots of stars 800FFB0C 0063
4. Player in bottom right of screen has lots of stars 800FFB3C 0063
5. Have infinite coins in bank ....800F990A FFFF
6. Have 100 stars in the bank 800F990C 6400

FIFA '99

1. Team on the right of score board has 10 goals 800375C3 000A
2. Team on the left of score board has 10 goals 800375C7 000A
3. Team on the right of score board has 0 goals 800375C3 0000
4. Team on the left of score board has 0 goals 800375C7 0000

VIRTUAL POOL 64

1. Pot 1 to win – Set points to 25 in straight pool 802EF71D 0019
2. Foul score will stay at 0 ....802EF725 0000
3. Score 0 points in shark skins 802EF723 0000
4. Have 5 games won 802EF721 0005

F-ZERO X

1. Timer Always Zero 812C4BC0 0000
2. Always 1st Place 812C4BC2 0001
3. Infinite Energy 812C4B48 4326
........................812C4B4C 4326
4. Infinite Lives 800D8729 0005
5. Boost From Start D02C4DA0 003F
........................802C4925 0050

WWF WAR ZONE

1. Infinite Creation Points 80136435 0000
2. Enable Basement Cheat List 8113A678 1000
........................8113A67A 07FF
........................8113A67C 2000
........................8113A67E 3FFF

Please Note: For cheat list keep pressing L1 and R1 from the main menu.

TUROK 2

1. Activate Cheat Menu ....8112167C FFFF
........................8112167E FFFF

All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to: Tips Extra (Datel Codes), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW.

READERS' TOP TEN TIPS

The top tip of the month gets a fab and funky Makopad from the lovely Interact (01204 700139) and everyone else gets a shining **N64** badge. So what are you waiting for? Send us your tips now! (Apart from the *Turok 2* big cheat. We've known about that for ages...)

Cheat of the month

1 The Legend of Zelda
Once you've sneaked past the guards outside Hyrule Castle, and got out of the moat, play the Song of Storms at the tree in the corner. Drop down the hole that appears. Go down it, and you'll find a Gold Skulltula in the blockage behind you. Kill it so that the medallion appears, then get right next to the warp point. Z-Target the medallion, and throw the boomerang at it – as it's being brought back to you, backflip into the warp. As the screen goes white, you'll hear the sound that signifies getting a Gold Skulltula medallion. Keep repeating this and you can get 100 Skulltulas! (Remember, though, to save your game after each Skulltula, in case you muck it up.)
Chris Hanson, Swindon

2 *Turok 2*
Go to level 2, River of Souls, with the Nuke. Fire at the Styracosaurus and quickly get on it. Stay in the stable, and when the Nuke explodes, so will the Styracosaurus – but you can still ride it, as if it were invisible!
Chris McLaren, Edinburgh

3 *Zelda 64*
You don't need to plant a magic bean in the graveyard to get the heart piece on the ledge, but you will need the Long Shot. Jump on the fence next to the bean bed then back up on to the edge of the fence, and aim your Long Shot to hit the corner of the box above, pulling you up to the level with the heart on.
Daniel Bennet, Redditch

4 *Turok 2*
In level 2, when you fight the zombies near the end of the level, you can avoid their exploding limbs and corrosive blood by turning the blood colour off in the options. Good stuff, eh?
Daniel Muldoon, Dungannon

5 *Snowboard Kids*
Save all the boards onto one memory pak. You can load it onto every player's pad in multiplayer, allowing every player to have whatever board they want.
Blair Matheson, Richmond

6 *Zelda 64*
Go to the Deku Tree with the Mask of Truth, go left around the back of it to find a Gossip Stone. Now climb or backflip over every root of the tree, continuing in a clockwise direction, and you'll find a secret, hidden Gossip Stone!
Richard Millam, Wolverhampton

7 *GoldenEye*
Start a multiplayer game without changing any settings. Go to the top level on the Temple where the KF7 Soviet is. Look at the two boxes, walk over to the left one and shoot it on the handle – it will split into two boxes, one containing a rocket launcher.
Michael Cook, West Yorkshire

8 *Virtual Pool 64*
When the computer is lining up to take a shot, hold R to switch views, then move the analogue left and right to spin the computer player's cue. They'll miss their target every time and you'll get loads of free shots.
Thomas Charnock, Manchester

9 *Zelda 64*
Throw a chicken at the waterfall in Zora's Domain, but don't aim at the entrance, and watch the chicken take a trip up to the sky.
Chris Lowe, Lambton

10 *GoldenEye*
Activate enemy rockets and infinite ammo, and play Agent Dam. Go to the part where you need to install the covert modem. Install it, and to the left – on the big area of wall – plant 20-30 modems, until you run out. Take out your rocket launcher, and no rockets will come out – not even the baddies can shoot you.
No name supplied

cut out and send ✂

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

TIPS EXTRA

Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my top tip

It's for [game name]:

And I've found that if you:

Name..

Address..

....

....

....

....

Postcode ....

PASS
YOUR DRIVING TEST

EXPERT ADVICE on all those tricky manoeuvres Get the BEST DEAL on buying your first car How to prepare for the BIG DAY...

NEW!
On Sale
28 June
only £2.95

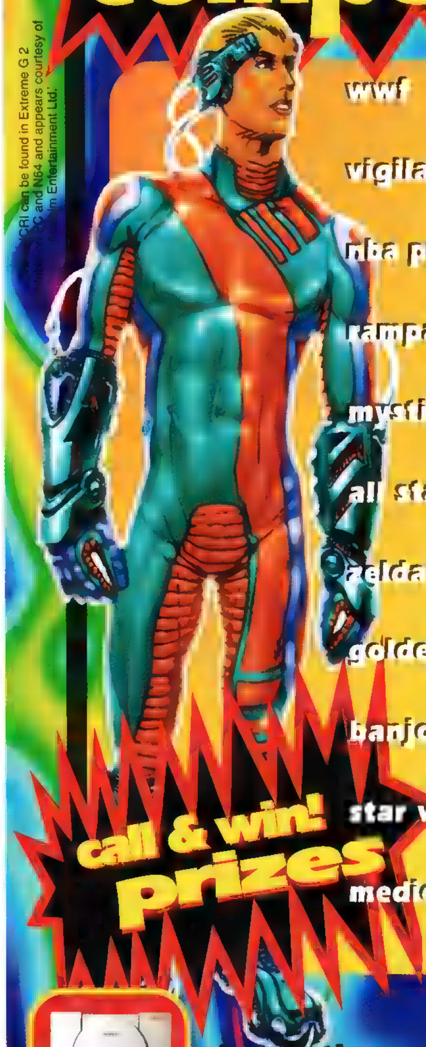
FREE INSIDE TWO COMPLETE MOCK THEORY TEST PAPERS
PASS
YOUR DRIVING TEST
Success!
Your personal guide to passing first time
MOCK TEST PAPER 1
MOCK TEST PAPER 2

FREE! Mock Theory Test Papers

Everything you need to know to pass your driving test

---

competition
win games!

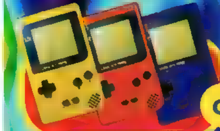


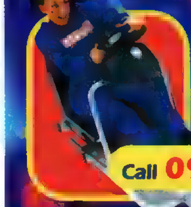
CRI can be found in Extreme G 2 … C and N64 and appears courtesy of … im Entertainment Ltd.'

wwf	Call 0906 960 3265
vigilante 8	Call 0906 960 3266
nba pro 99	Call 0906 960 3267
rampage 2	Call 0906 960 3268
mystical ninja 2	Call 0906 960 3269
all star baseball 2000	Call 0906 960 3270
zelda	Call 0906 960 3271
goldeneye 007	Call 0906 960 3272
banjo kazooie	Call 0906 960 3273
star wars rogue squadron	Call 0906 960 3274
medievil	Call 0906 960 3275

call & win! prizes

mobile phone (pay as you go)	Call 0906 960 3276
nintendo 64	Call 0906 960 3277
playstation	Call 0906 960 3278
color gameboy	Call 0906 960 3279
gameboy camera & printer	Call 0906 960 3280
midi hi-fi	Call 0906 960 3281
zap pager	Call 0906 960 3282
psx driving seat	Call 0906 960 3283
win 20 CD's (of your choice)	Call 0906 960 3284





Calls charged at £1.00 per min · Maximum cost of call £3.00. Ask permission from the person responsible for paying the phone bill. Competition closes 31st August 1999. After which time they may be replaced by a similar service on the same numbers. Winners will be picked randomly from correct entrants. [illegible]
ILN Services, PO Box 107, [illegible], Cheshire [illegible] [illegible]

THERE'S A NEW, SUPER-POWERED MAG FOR NINTENDO FANS…

Nintendo WORLD

NO.1 FOR NINTENDO GAMES!

DO YOU KNOW SOMEONE WHO'S COMPLETELY NUTS FOR NINTENDO? WELL WHY NOT GIVE THEM A MAG THAT FEELS THE SAME WAY TOO!

IN EACH NINTENDO WORLD WE GIVE:

- Pages crammed with EXCLUSIVE NEWS, PREVIEWS OF HOT NEW GAMES & HEAD-MELTING FACTS!
- ULTRA-DETAILED REVIEWS – we give *the* best game buying advice around!
- The hottest game artwork turned into PULL-OUT POSTERS!
- A FREE GIFT every issue!
- The chance for 'em to GET INVOLVED WITH A MAGAZINE more than ever before!
- STEP-BY-STEP TECHNIQUES & unique ways to RE-PLAY THEIR OLD GAMES!

EVERY ISSUE, WE'LL COVER ONLY THE BIGGEST N64 & GAME BOY GAMES IN THE UNIVERSE!

NAME THESE GAMES!

ALL THIS FOR ONLY £1.70

Nintendo World's the mag that won't cost you the earth!

First issue – with free 'Hyper-Reel' on sale soon! Don't miss it…

From the makers of: N64 GAME BOY Games Master PC GAMER

ANSWERS: 1. Donkey Kong World 2. Pokémon Snap 3. Zelda DX 4. Perfect Dark

Future PUBLISHING Your Guarantee Of Value

Dr. Kitts' Game Clinic

THE DOCTOR IS... in

Just lie down, relax and let the eminent Dr Kitts soothe those itchy gaming sores.

Dr Kitts,
I'm stuck on *Mario Party*. How do you get the Gameballs item to appear in the shops and do you have to spin the analogue stick a certain number of times on the Mecha Fly Guy sub game?
Matthew Doarrick, Lancashire

Dr Kitts scratches his bristly chin and doodles on his prescription pad:
Right, I think this should be quite straightforward. The Gameballs are a special item and they can be purchased from the shop after you have collected 300 coins. Once bought they allow you to play random mini games in the Mini Game House. As for your other problem, well the aim of the Mecha Fly Guy mini game is to spin the analogue as many times as you can. The more times you spin it, the further the Fly Guy will fly. Now there is research that suggests you get a reward for spinning the stick a certain number of times but it hasn't been confirmed. Is that okay?

Dr Kitts,
On *1080°* I don't know how to select the gold boarder. I think I've got him but I don't know how to play as him. Please help.
Jack Benson, West Midlands

Fiddling with his stethoscope, Dr Kitts leans back in his swivel chair:

Now, this can be a bit tricky. To play as the gold character you need to first have played as the Ice Man. To get the Ice Man, you have to beat Match Race on expert. Then select Akari Hayami and press Left-C as you press A to confirm. Once you have the Ice Man you have to beat the expert mode playing with him. Then select Kensuke Kimachi, hold Top-C and press A at his statistics screen. Simple, eh? Hope that sorts things out for you.

Dr Kitts,
I'm playing *Mission: Impossible* but I'm really stuck on the Rooftop Escape level. I jump over the railings at the start and climb up the crates but then, when I jump down, I just fall over and the guards arrest me. How the hell do you get past the guards?
Rebecca Newton, Redditch

The colour drains from Dr Kitts' thin cheeks as he remembers this particular gaming nightmare:
Mission: Impossible *is a more than appropriate name for this game but don't despair; it's easy once you know exactly what to do.*

At the start of the level turn left and jump over the railings but instead of climbing the crates, let yourself fall down and land in front of them. This is a shortcut and by doing this you'll avoid those pesky guards. Happy now?

Dr Kitts,
I'm sad because I can't finish Mario Raceway in less than 1'20"00.
Paolo De Luca, Italy

Dr Kitts looks wistfully out the surgery window:

LAP 2/3
TIME 01'06"29
6th

Now this takes me back. There's a smashing shortcut here – in fact, I'm surprised you haven't heard of it. It's very hard, though, so be prepared to put in plenty of practice. On the corner before the one at the giant mushroom, veer sharply left up the grassy slope, and turn back on yourself before you reach the top. Use a mushroom, and hop (via R) as you reach the edge of the track. You should (it is incredibly difficult) sail over the wall just to the right of the intersection, landing just behind the big green pipe. By jumping to the left, though, you can simply cut the corner by the mushroom, which is a much easier, if not as good, shortcut. And there you have it.

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

....Postcode ....

You're through to the...

NINTENDO

As you all wait patiently for *Star Wars Episode One: Racer* (apart from Martin, who didn't wait patiently at all, in fact, he was invited to review the game of the Most Eagerly Awaited Film This Decade – see page 58 for details) you need to be playing something else of stupendous quality on your beloved N64. Something great, something absolutely huge...

And would you Adam and Eve it? You glorious **N64** readers are still playing, and having the odd problem with, the World's Greatest Game Ever™. We've rooted through your masses of questions on *Zelda* and chosen some of the more common ones to answer. So, go on, read the most prompt solutions you're likely to find.

Zelda 64: Ocarina of Time

COMMON QUESTIONS

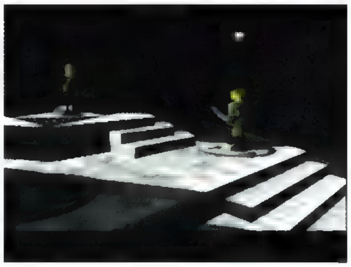
Q **I'm stuck in the market shop with the guard. Where you can smash pots, I found a Gold Skulltula in a crate, but I haven't got a picture of a Gold Skulltula. Is there one more to find somewhere, then?**
Bonny Qvistorff, Denmark

A Ahh, this old chestnut has fooled lots of people on *Zelda* – and that's often the way, it's usually only something very subtle that's stopping you from proceeding...

Finding all the Gold Skulltulas can be a bit of a pain, mainly because some areas are spilt into smaller sections. The Market Place is a prime example. You haven't got a Skulltula token next to the Market Place name on the screen, but that doesn't always mean you've missed a Skulltula in that area. The Market Place is part of the castle, which means if you've missed a Skulltula in the castle you won't get a token on your map screen. So, check all the areas *around* the castle for that elusive spider.

Q **I went back to the stone in the Temple of Time as adult Link, but I'm now stuck. How do I change back to a child?**
Mr and Mrs R Bodinnar, Coventry

A Once you've turned into adult Link, you can't turn back into a child until you've completed the Forest Temple. As soon as you have the lovely Forest Medallion in your hands, though, you can return to the Temple of Time, put the sword back in the pedestal, and travel back in time.



Q **Help me, I'm stuck in the Forest Temple – I've pushed the brown square block on top of the other grey block. But, where do I go after that?**
Jordon Davidson, England

A First of all, you need to pick up a key from the courtyard area to use later on in this section.

Right, when you get to the first blue block, push it forwards as far as you can. It should make a noise confirming you've pushed it into the right place. Then go back to where you found the block, climb the ladder and follow the path to the right. Take the next two right turns and you should find a red block. Push it forwards as far as possible, now go back to the blue block. Climb on top so you can reach the ledge above, then follow the gold arrows on the floor until you get back to the red block from before. Push it forwards as far as possible until it stops. It should make a noise again. Climb on top of the block, which allows you to reach the higher ledge. Go around the corner, up the ladder, and through the door on the opposite side of the room.

You should come out into a mad and twisted corridor. The room at the end of the corridor is all out of shape, but if you jump to the pillar in the middle of the room, you should be able to reach the door on the right-hand side. Now use the key.

Go through the door and follow the stairs down to a room with three skeletons – kill them all and a big chest will appear. Inside this chest is the Fairy Bow, which you'll need to solve the problem of the twisted corridors.

Q **I'm stuck in Zora's fountain, I need the Silver Scale, and to get it I need to win the diving game – but I can't. What's the secret here, then?**
Joost Ruijs, Holland

A When you dive off the top of the waterfall at the start, try to line yourself up with one of

01703 652222 HOTLINE

the rupees before you jump – this will ensure you get at least one easily. After that, it's simply a case of lining up your shadow on the bottom of the water with the rupees. This way you know you're directly above them. Hold down A to dive, and don't let go until you touch the rupee. This does take practice, so don't give up if it takes you a few attempts to master it.

Q I'm stuck on the Water Temple. I'm trying to find the Boss Key, but can't. Any ideas where it is? Help me please.
Adam Wilkinson, Wiltshire

A The Water Temple is one of the hardest levels in the game, mainly because it can get very confusing trying to remember where everything is.

In order to get the Boss Key you will need the Longshot (see **N64**/29's Hotline for details) – an extension to your Hookshot – to let it go further. Once you've found this item, you need to lower the water level right down again. Go back to the room on the ground floor where you met Ruto, take off your Iron Boots and float to the surface. Play Zelda's lullaby to the Triforce symbol in that room, then drop back through the hole and return to the main room. Follow the right wall, enter the first doorway and dive down into the next room. Get on land, and use the Longshot to get across the spikes and enter the locked door. Go forward to the water, then go left to the middle of the second tile from the left. Drop into the water and swim across the room avoiding the boulders and vortex pools. Get to the land on the other side and enter the door.

Drop to the nearest ledge on the right and bomb the crack in the wall to create an opening, then go through it. Grab and push the large block forward all the way. Exit the hallway and enter from the other opening, then pull the block out as far as you can. Enter the hallway from the opposite end and push the block into the gap and onto the underwater switch to raise the water level back up. Swim to the alcove and enter the door. Step on the floor switch, quickly cross the gap using the three water pillars and enter the door. Avoiding the rock, go into the deep water on the right and equip the Iron Boots. Walk to the end of the underwater hallway, unequip the Iron Boots and enter the locked door. And there you have it, the chest with the Boss Key is right in front of you.

Q When you're adult Link, Sheik tells you to go to Kakariko Village to learn a new skill. How do you get the new skill?
Lewis MacInnes, Aberdeen

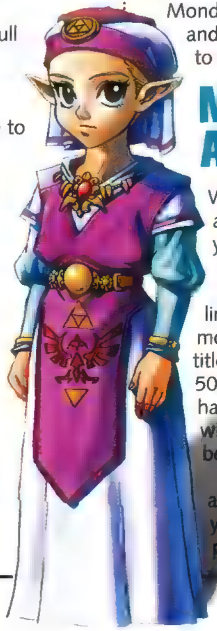
A The new skill the Sheik mentions is really an item. If you return to the Graveyard in Kakariko Village as an adult, you'll find that Dampe the Gravekeeper has popped his clogs, and there's a new gravestone for him on the left-hand side. It's easy to spot as there's a little line of green plants in front of it. Grab hold of the gravestone from behind and pull it backwards to reveal a hole underneath. Drop down into the hole to meet up with Dampe, who will challenge you to a race through the obstacle course. Follow him as closely as possible (watching out for the trail of flaming fireballs behind him) then once you get to the end he'll reward you with his treasure: the Hookshot. How convenient, don't you think?

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.



NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready.

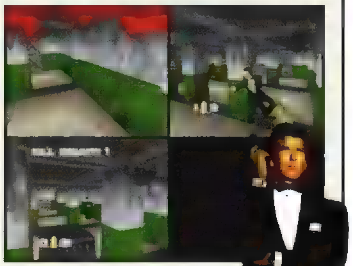
Ten challenges to test the best.

GAME ON

So you've found every Skulltula, grabbed all the stars and broken every lap record. How do you get a new challenge out of your old cartridges?

Well, you could always try a few of these. Since N64 games tend to be the most beautifully designed pieces of software you can buy, there's usually plenty of scope for doing things a little differently. Following on from last month's Game On feature, here are ten more tricks, glitches, quirks and expert challenges to help you get the most from your games collection.

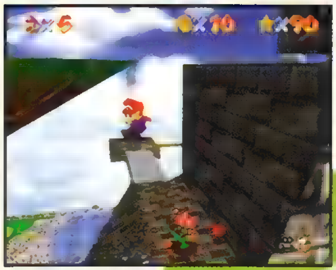
GoldenEye Super slapper

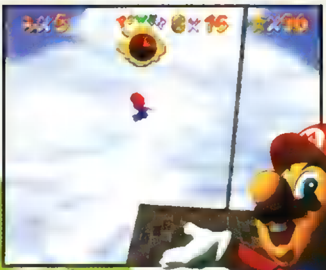


The standard slap is a pretty feeble weapon but if you agree to a new set of rules it can become more fearsome. Select three players, License to Kill, Golden Gun, Archives, ten minutes. Your two opponents must nip off and collect a golden gun each – this is the *only* weapon they can use – while you are limited to slaps alone. The slow reload of the golden gun evens things out a bit in this 2 on 1 contest, and even a single slap is lethal. Subtract the number of times you died from your total kills.

SCORE	5	3	2

Super Mario 64 Bob Beamon





Think you're good at long jumps? Go to Whomp's Fortress and select the first star. Make your way to the summit and face off against the ginormous whomp at the top. Don't kill him though, because you need him alive to add a bit of difficulty. With the old whompster chasing you, long jump off the platform and try to hit one of two targets. The first, the green platform, is a cinch. The second, the tall pole, is trickier, but you can use the Mario camera view. Hitting the pole using the Lakitu camera is gold medal stuff.

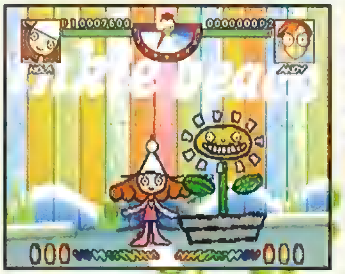
TARGET	Pole Lakitu cam	Pole Mario cam	Green platform

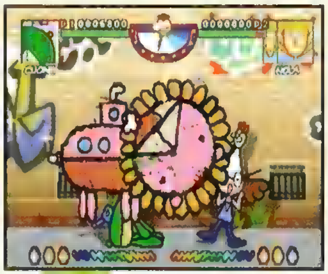
Zelda Bug catcher

You know how when you drop a bottle bug on the floor, it spawns two extra bugs? There's a race game to be had out of that quirk. First, equip two bottles and catch some bugs. Then go to the Temple of Time and stand on the raised area surrounding the sword. Empty one of your bottles, then run around to the other side and empty the other one. Running in circles around the sword, the object is to keep your bug collection alive for as many laps as possible, by picking them up and dropping them.

LAPS	10	6	4

Rakuga Kids Now that's magic

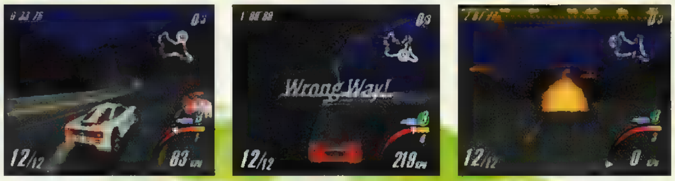




Konami's cartoon beat-'em-up didn't fare too well in the charts but it's a rather good little game, well worth the 80% it earned back in issue 22. For those of you who did buy it, here's a challenge. With the time and difficulty level both on the default settings, try and beat a computer opponent using as many magic moves as you can. Combos raise your magic meter very quickly, but they also reduce your opponent's energy bar, so the trick is to do lots of quick air punches to boost your meter.

MAGIC MOVES	8	6	4

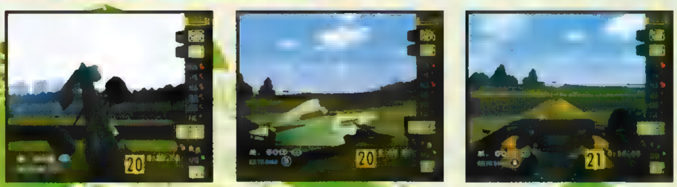
Top Gear Overdrive Chicken



Anyone who has ever played *Top Gear Overdrive* will be fully aware of the game's strange way of dealing with collisions. Sometimes you can ram another car and get away without the slightest loss of speed. Other times you'll brush the track perimeter and explode in a ball of flames. You can exploit this 'quirk' for your own pleasure by playing chicken with the computer cars – select the dark Sandy Beach course, turn your car around, and try and complete three full-speed reverse laps, suffering as few fireballs as possible.

FIREBALLS	0	4	8

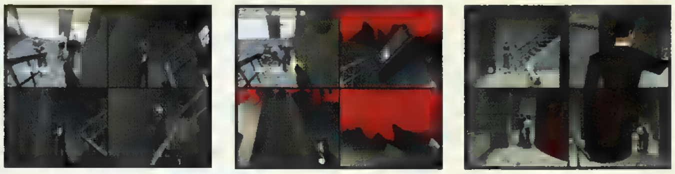
F1 World Grand Prix Kwik fit



Judging from your letters to Club 64, knocking the wheels off your F1 car is a highly popular pastime. However, since some of you seem to be having a little trouble ridding your car of all four wheels at once, we thought that maybe a concerted effort would produce a reliable method of guaranteeing wheellessness. The best technique we've found is to use the gold car and keep it in first gear, enabling you to build up a huge speed on a nice long straight. Then all you need is a solid wall, a head-on impact, and a bit of luck.

LOST WHEELS	4	3	2

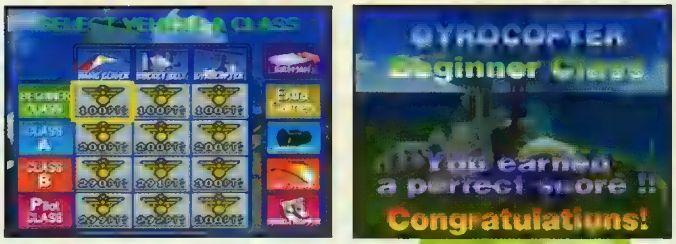
GoldenEye Super slapper part 2



As a variation on the slapping theme, here's a slightly easier contest. It's using the good old License to Kill setting once more, but this time it's three slappers against one shooter. Choose automatics or pistols, depending on how confident you're feeling, and go to the Facility. Getting 'buzzed' by three slappers at once can be a terrifying experience, and the key to success is a steady hand and a confident aim. Don't just spray the room with bullets, because a stealthy slapper will sneak through and chop your neck.

SCORE	8	6	4

Pilotwings Score monster



GYROCOPTER
Beginner Class
You earned a perfect score !!
Congratulations!

Getting all the gold medals in *Pilotwings* is maddeningly difficult. There's always one task which seems almost impossible to accomplish leaving you with a lone silver medal ruining your array of gold. There are 21 medals to get, with a maximum total score of 3600. We're currently on 3528, which is where we'll set the silver standard. Beat that.

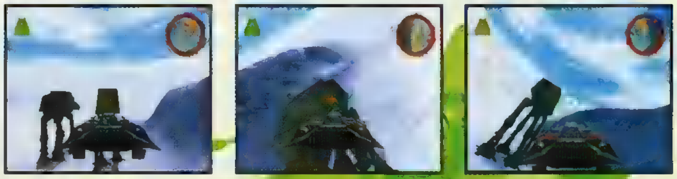
3600	3528	3400

Lylat Wars Dummy Starwolf

When you get to the end of the training level you'll be confronted by a swarm of weedy little ships in all-range mode. They don't present much of a challenge, but if you kill enough of them (about 50 or so) you'll get to fight against trickier opponents, based on the evil StarWolf team. As soon as you see the dark shape appear on your radar, go and kill it. Take out five of them as quickly as you possibly can and time your performance. Gold standard is three minutes, which is tough but gettable.

TIME (MINUTES)	3	4	5

Rogue Squadron AT-AT blasting



Almost impossible, this. On the Battle of Hoth bonus level, get to the last stage, where the AT-ATs and AT-STs are attacking the power generator, you have to take down the AT-ATs *without* using the harpoon tow mode. Which means that you have to shoot them, which will take at least a couple of minutes of concerted blasting for each one. Yoiks. To sweeten the deal, we've included a mixture of the weaker AT-STs as well as AT-ATs to make the target scores a bit easier. But it's still one of the hardest challenges we've ever set. Think you're good enough? You'd better be...

SCORE	2 AT-ATs	1 AT-AT, 2 AT-STs	1 AT-AT

TAT'S ENTERTAI

Feather dusters are worn out,

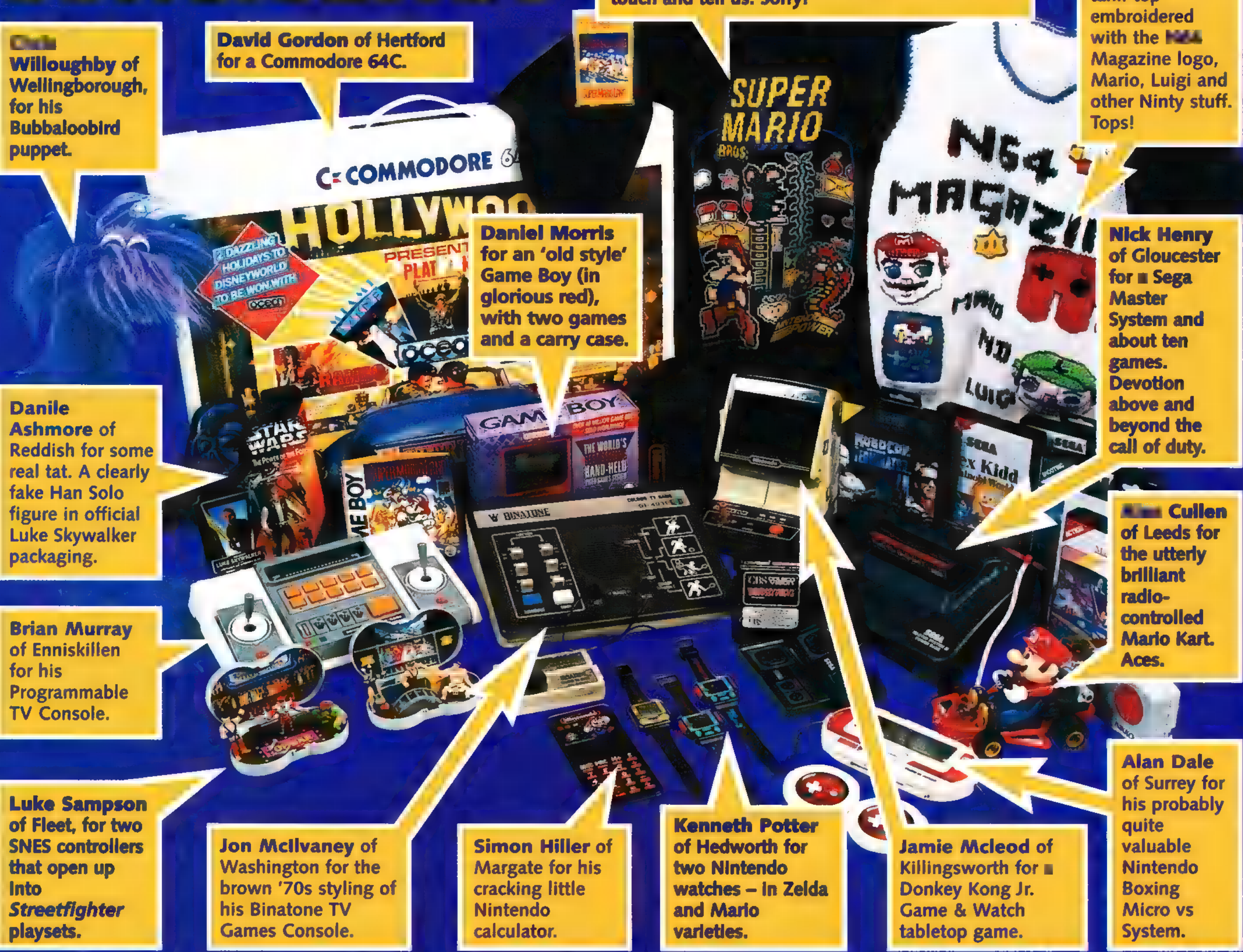
RESULT!

Back in issue 27 (a good issue, that, mainly because Andrea was away on holiday for much of it, so we had less bruises than usual by deadline day), we had a little spring clean, and decided to give the big buckets of Nintendo-related stuff we had hiding in the office away (about £1000 worth, all told), in return for tat of your own.

And what a response we've had! Ignoring the odd piece of string, the bag of tissues and the mouldy, pointy thing somebody once trod on, we received bags and bags of excellent stuff. Cast your eyes onto the opposite page and you'll see a rundown of everything we were sent – we had a great time going through everything. It was like Christmas, opening all those exciting packages. Well, Christmas at Tim's house, anyway, where he has to make do with some lumps of coal and a couple of spent matches.

But still. Congratulations to the winners, whose tat is pictured below, and thanks to everyone else that entered. We'll be sorting out our tat anytime soon and sending it off to you. Well done all.

WINNERS!



Whoever sent the Nintendo Power Mario sweatshirt and cassette single of Super Mario Land by the Ambassadors of Funk. We lost your name and address, unfortunately, so please get in touch and tell us. Sorry!

Carol Harrisson of South Ockendon for the smashing tank-top embroidered with the [illegible] Magazine logo, Mario, Luigi and other Ninty stuff. Tops!

[illegible] Willoughby of Wellingborough, for his Bubbaloobird puppet.

David Gordon of Hertford for a Commodore 64C.

Daniel Morris for an 'old style' Game Boy (in glorious red), with two games and a carry case.

Nick Henry of Gloucester for [illegible] Sega Master System and about ten games. Devotion above and beyond the call of duty.

Danile Ashmore of Reddish for some real tat. A clearly fake Han Solo figure in official Luke Skywalker packaging.

[illegible] Cullen of Leeds for the utterly brilliant radio-controlled Mario Kart. Aces.

Brian Murray of Enniskillen for his Programmable TV Console.

Alan Dale of Surrey for his probably quite valuable Nintendo Boxing Micro vs System.

Luke Sampson of Fleet, for two SNES controllers that open up into *Streetfighter* playsets.

Jon McIlvaney of Washington for the brown '70s styling of his Binatone TV Games Console.

Simon Hiller of Margate for his cracking little Nintendo calculator.

Kenneth Potter of Hedworth for two Nintendo watches – in Zelda and Mario varieties.

Jamie Mcleod of Killingsworth for [illegible] Donkey Kong Jr. Game & Watch tabletop game.

NMENT!

we've finished spring cleaning.

RUNNERS-UP!

Here are the runners-up, then. We apologise if we've missed anyone out, but we received so much stuff that we're sure the carpet goblins pinched some swag without us noticing.

Ian Maguire of Glasgow for his boxing Bart Simpson puppet.
Darren Francis of Norfolk, for an original ZX Spectrum.
Adam Garret of Dorset for his mildly unhinged 'cart-knackering spray'.
David Walford of Wantage for a broken Pachinko toy.
Lewis Reddington for a prized copy of Total magazine.
Jack Rae for Chuck Yaeger's Air Combat.
Steven Murtagh for an almost-complete Premier League 94 sticker book.
Garry Sands of Holland for some Geordi La Forge-style glasses and a spinning hologram disc.
Michael Norris of Staining for the ancient Ottowan and Nellie the Elephant singles.
PJ Rells of Stevington for his Tomy Copter Fight game.
Stephen Sinclair of Fife for the fantastic 'Final Word' swear-box.
David Owens of Hillsborough for the ace Amstrad Games Console.
Phillip Ansell of Norfolk for his pattern-drawing machine.
George Armstrong for the screaming Yahoo.
Simran Singhbadi for a superb Zelda book – 'The Moblin's Magic Spear'.
The anonymous person from Kenilworth who sent Les Ferdinand and Andy Cole.
Steven Ward of Hawes for the entertaining 'Karate kid' chopsticks-and-fly combo.
Mohammed Ali of Slough for two bearded Barbies and a Bruce Lee video.
Julian Chilvers of Nottingham for Everyone's a Wally.
Richard Davies of Rotherham for the Nintendo Adventure Book 'Double Trouble'.
Richard Allen of Leicester for his football game Power Pen. Chocolate teapot, indeed.
Simon Johnson of Wallsend for the Wonderful Adding Machine For People Unable To Cope With Decimal Currency.
James McConnell for the wind-up gorilla that, apparently, looks like Jes.
Alex Everitt for loads of collectable Mars Attacks! and Star Wars cards.
Les Lighthrown of Tyne & Wear for his tuneful Allah-Akbar Alarm Clock.
Harry Tulip of Benton for his childhood yo-yo.
Paul Damianus of Brighton for the mystical Indian Steam Boat.
Christopher Jones of Washington for his whistling yo-yo thing.
Iwan Rees of Ceredigion for his twisted Newton's Cradle.
Ryan Ormis for his pink puzzle game.
Andrew Billey of Ealing for a small plastic toilet.
Tony P. White for a broken Sega Mega Drive.
Howard Soko of Crouch End for two Disney story books.
John Needham of Denton for three Ladybird early-learning books.
Richard Shute of Jersey for a Tiny Toons NES cartridge.
Ivan Allen of Somerset for the Game Player portable cartridge game.
Daniel Nolan and his dad for the 'calibre auto-recording' made in 1964. Apparently.
Martin Nash of Brentwood for a small Hedgehog air-freshener.
Christopher Cull for his Robocop-style gun.
Tom Brumwith of Penge for two small rubber wrestlers.
Hugo Jackson of Chichester for an executive toy, a Teenage Mutant Hero Turtles game and a bag of laughs.
Matty of Westmoreland for the Power Rangers single. Andrea danced all night.
Pat Woods for, um, a piece of string. Full of nostalgic value, apparently.
James Barnard of Surrey for the front cover of issue 4 of **N64** Magazine (he knows it off by heart, apparently).
Stephen Thomas of Abergavenny for an excellent Formula 1 handheld game.
Mario Bugeja for the Sega Genesis Sonic the Hedgehog.
John Matthews of Hants for a 70-metre long bundle of elastic bands.
Tom Clarke of Maidstone for his Grandmother's cardboard doll house.
Gerrard Lennon of Ireland for a dummy (sucked, it seems).
Tim Pearce of Bridgewater for a Rubik's Cube devoid of stickers.
Anonymous of Isle of Man for a small rubber dolphin. Naturally.
Chris Reynolds of Glasgow for his Buzz Lightyear bubble-bath container.
Lee Gilbert & Adam Puckey for a Super Mario Bros read-along tape story.
Matthew Shuttleworth of Worthing for his Game Boy Game Genie.
Andrew Cartledge for a Kan-U-Go card game.
Adam Baldry of Stowmarket for seven pairs of used batteries.
Michael [illegible] for two issues of Total magazine and the SNES *Killer Instinct* instruction booklet.
James Wamberg for 'Connect It'.
Thomas Chadwick for yet another ZX Spectrum.
Steve Knops for 'Jes Bickham's Slap Head Hair Restorer – for unbelievably frequent use'.
David Fraser of Worksop for the SNES *Streetfighter II* and a controller.
Ellie Jackson of Thundersley for another Premier League 94 sticker book.
Morgan James of Glandovery for a copy of the Mega Drive's *Altered Beast* and a cracking Green Lantern Annual.
Stuart Mulholland of Glasgow for an *Outrun Europa* cartridge.
Robert Dale of Brough for a D2 Mac Decoder.
Luke Palmer of Coventry for some teeny-tiny binoculars.
Hayley Pearce of Hampshire for her Mood Ring (Jes got 'Happy-Love', whilst Tim was 'Relaxed-Calm', which was plainly a lie).
Craig Pearce of Alresford for a magnetic noughts and crosses set.
Sam Walker of Surrey for a mint-condition, boxed 10-in-1 virtual pet. And a small razor, for some reason.
Michael Winder for a *Donkey Kong Country* video.
Sam Manwaring of Warminster for his chewed baby cup. Yeuch.
Nick Wadsworth of Collingham for a smashing *Spiderman* handheld game.
Thomas McGrath from South Wales, for his K-Nex kit.
Cerynne Antoine of Battersea for a shirt signed by David Seaman. Yowser!
Anonymous of somewhere, for a broken pocket torch and a leaky fountain pen. Cheers.
Stacey Oliver of Waterlooville for a plastic swan-thing.
Richard Clarke of Hoole for his Cat's Cradle.
Joshua Clarke of Birmingham for the circuit chip from Sega's *Rastan Saga*.
Evan Andrews for the Game Boy *Zelda* and *Stargate* instruction booklets.
Dan Harris of Southampton for the *Super Mario Land* Game Boy cartridge.
Peter Yates of Oldham for the map to the SNES game *Pirates*.
Robert Oliver from Waterlooville for his homemade ice mask.
Zhuo Liu of Tyne & Wear for his truly revolting homemade flubber.
Ben Duff for a small plane.
Glenneeth Rajah for a cup-and-ball game.
Daniel Dewes of Driffield for an Old Maid card game.
David Hammond for a frisbee, which is great now that the sun's come out.
Alex Palmer of Cheshire for his Bob Hoskins Super Mario action figure. Great toy, terrible film.
Martin Satterthwaite of Cumbria for his game of Thundering.
Thomas Richardson of York for his yellow, fluffy, insomniac duck.
Craig Waller of Cheshire for his Sonic the Hedgehog book, thing on a spring, Tamagotchis and plastic Grover.
Tom Gibbs of Stratford upon Avon for his luminous, plastic trolls.
The person who sent in the Starmax bomber but only gave us their mother's work address.
Owen & Robin [illegible] from Southampton for their colourful 'noisy thing' and the inflatable Geri.
Chris Munns of Amersham for another plastic Bob Hoskins.
Nelson de la Silva of London for his remote controller.
Matthew Rose of Slough for the bouncing Mario.
James Smith of Peterborough for his solar torch.
Richard Paterson of Edinburgh for the empty box. Interesting.
Brenda Mounsey of Co. Tipperary for the Mills and Boon novel and the video of Man Utd. vs. Norwich.
Gilbert & Alex Sinnott of Clevedon for the badge, the blue plastic thing and the Slammer Whammer™.
David Jones of Southsea for the multi-coloured barrel.
Matthew Barry of Cardiff for the blue and purple plastic faces.
Jordan Fawcett of Cumbria for his beardy woman.
John Tattersall of Preston for his hand-wrist flipper.
Tom Baker of Wigan for his Rubik's Clock.
Alex Ridling of Surry for the Peak Flow Meter.
David Rabbitt of Devon for the Silly Putty.
Phillip Atkinson of Cleveland for the man on the loo.
Jonathan Coles of Manchester for the broken slinky.
Toby Rundle of Somerset for the UNO card game and especially the Thcratchy Four Pluth!
David Bridgewater from Redditch for the 'eye that drives him nuts'.
Simon Edwards from Huntingdon for the 13 trolls, 3 bears, 2 pigs and 2 cats.
Billie Jean Edmonds from Swansea for the Rubik's Cube.
Tom Rushmore from Kincardinshire for the Kenny keyring.
James Saddington from Birmingham for the NES controller.
Phil Brough from Cornwall for his tape of classic Game Boy tunes.
Richard Beattie from Cheshire for the Power Rangers™ video.
Thomas Strand from Ascot for the flannel.
Sam from East Dulwich for the Magic Wallet.
Martyn Bland of Cardiff for a Konami football game.
Erin Fletcher from Bristol for the Tazo.
And, last but not least…
Stephen Rydel of Scotland for a SNES, Jukebox, flashing ball-thing and incredible farting man. Top stuff. And that's that!

I'M THE BEST

New Leagues!
WE WANT YOUR TIMES!
SEE PAGE 107

Your simply the Best (Um, yes...)

I'm the Best is heading for a complete overhaul over the next couple of months. We know how hard you've worked, and there are some really fantastic times in there, but some of the leagues have been in the mag since day one and so we figured it was definitely time for some fresh challenges. For a full list of all the new courses we want your best times for then turn to page 107.

And remember, we must have proof of your achievements – you can send your evidence in using a camera, video recorder or a Game Boy camera.

STAR PERFORMANCE

D. HILL
ARROWS
3

We tend to see lots of familiar names in I'm the Best and while that's great, it's also good to see times thrashed by a complete newcomer. This month we were particularly impressed with Neil Evans from Wimbourne and his incredibly nippy *F1 World Grand Prix* times. Congratulations to Neil – we'll be sending him something rather special.

And remember, if you think you've achieved something worthy of recognition, just send it in to us, marking your envelope "Star Performance" and enclosing some evidence, and you might see your name in this very box next month.

NEW HIGH SCORE!

Back in issue 28 we asked for your fastest times on *Rogue Squadron*'s Death Star Trench Run bonus level. We weren't exactly swamped with entries but we did see some pretty awesome times. The fastest of these, a mighty 1:54 was sent in by Richard Dunn from Lincolnshire. Congratulations Richard, there's a joypad on its way to you.

THIS MONTH'S TIME TO BEAT

5
65
03:45.55
00:13.59
2/3 lap
6/8 pos

Perfect for time-trialing, this month we want to see how good you are at racing Beetles. EA's *Beetle Adventure Racing* has sold by the bucketload so if you've got a copy have a go at three laps of the Metro Madness course. Jes reckons it's best to use the police car and anything under seven minutes is pretty impressive. Get racing!

GoldenEye 007

FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS		
1	00:02:40	**Richard Dunn**, *Lincolnshire*
2	00:03:12	**Andrew Fuller**, *Kent*
3	00:04:48	**Steven Zwartjes**, *Holland*
4	00:04:28	**Stelios Giamarelos**, *Athens*
5	00:04:58	**Zahir Ishani**, *Surrey*
BUNKER 2		
1	00:01:36	**Richard Dunn**, *Lincolnshire*
2	00:01:42	**Stelios Giamarelos**, *Athens*
3	00:02:04	**David Nicol**, *Cambridge*
4	00:02:34	**Andrew Fuller**, *Kent*
5	00:02:46	**Ryan Bledsoe**, *North Yorks*
CONTROL		
1	00:05:26	**Richard Dunn**, *Lincolnshire*
2	00:05:18	**Andrew Fuller**, *Kent*
3	00:05:31	**Steven Zwartjes**, *Holland*
4	00:06:41	**Andrew Gray**, *Argyll*
5	00:06:54	**Jonathan Gane**, *Herts*
CRADLE		
1	00:00:48	**Steven Zwartjes**, *Holland*
2	00:00:51	**Richard Dunn**, *Lincolnshire*
3	00:00:56	**Michael Wood**, *Hereford*
4	00:01:00	**Manuel Gutiérrez Rojas**, *The Hague*
4	00:01:00	**Geoffrey Maddocks**, *Australia*
DAM		
1	00:02:37	**Rob Pierce**, *Salisbury*
2	00:02:51	**Tommi Äärelä**, *Finland*
3	00:02:58	**Joachim Clauwers**, *Belgium*
4	00:03:01	**Jan Clauwers**, *Belgium*
5	00:03:02	**Jeroen Clauwers**, *Belgium*

Rogue Squadron

AMBUSH AT MOS EISLEY

1	0:53	**Richard Dunn**, *Lincolnshire*
2	0:55	**Andrew Harvey**, *Reading*
3	1:44	**Josh Bryson**, *Cheltenham*

LIBERATION OF GERRARD V

1	4:05	**Richard Dunn**, *Lincolnshire*
2	4:14	**Philip Ward**, *Portsmouth*
3	4:21	**Andrew Harvey**, *Reading*

SEARCH FOR THE NONNAH

1	3:31	**Richard Dunn**, *Lincolnshire*
2	3:46	**Philip Ward**, *Portsmouth*
3	5:36	**Andrew Harvey**, *Reading*

BATTLE OF HOTH

1	3:18	**Danny Dunn**, *Lincolnshire*
2	3:29	**Andrew Harvey**, *Reading*
3	3:29	**Josh Bryson**, *Cheltenham*

RESCUE ON KESSELL

1	0:25	**Richard Dunn**, *Lincolnshire*
2	0:44	**Josh Bryson**, *Cheltenham*

THE BATTLE OF CALAMARI

1	3:04	**Richard Dunn**, *Lincolnshire*
2	3:51	**Josh Bryson**, *Cheltenham*

DEFECTION AT CORRELLIA

1	8:15	**Philip Ward**, *Portsmouth*

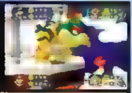
BATTLE ABOVE TALORAAN

1	2:02	**Danny Dunn**, *Lincolnshire*
2	3:45	**Philip Ward**, *Portsmouth*

DEATH STAR TRENCH RUN

1	1:54	**Richard Dunn**, *Lincolnshire*
2	1:58	**Philip Ward**, *Portsmouth*
3	1:59	**Josh Bryson**, *Cheltenham*
4	2:09	**Andrew Harvey**, *Reading*

Mario Party



FLIGHT TIME

1	0'08"84	**Gavin Eggar**,	*Staffs*
2	0'08"64	**David King**,	*Gillingham*
3	0'08"56	**Jonathan Moss**	*Belfast*
4	0'07"84	**Vidur Odedra**,	*Middlesex*

NO. OF SPINS

1	52	**Gavin Eggar**,	*Staffs*
2	46	**Vidur Odedra**	*Middlesex*

SLOT CAR DERBY 1

1	0'25"13	**Ruben Larsen**,	*Norway*

SLOT CAR DERBY 2

1	0'34"33	**Ruben Larsen**,	*Norway*

BUMPER BALL MAZE 1

1	0'32"40	**Ruben Larsen**,	*Norway*

BUMPER BALL MAZE 2

1	0'30"84	**Ruben Larsen**,	*Norway*

BUMPER BALL MAZE 3

1	0'37"96	**Ruben Larsen**,	*Norway*

Mario Kart 64

UK (PAL) TIMES

LUIGI CIRCUIT

1	1'14"74	**Richard Dunn**, *Lincolnshire*
2	1'18"88	**Kye Jewell**, *Yate*
3	1'29"25	**Alan Dundas**, *Arbroath*

ROYAL RACEWAY

1	2'02"43	**Dean Buckley**, *Kent*
2	2'05"13	**Anthony Gruitt**, *Kent*
3	2'06"29	**Steven Zwartjes**, *Holland*

KOOPA TROOPA BEACH

1	1'27"79	**Sam York**, *Bristol*
2	1'28"36	**Chris Bartlett**, *Kent*
3	1'29"21	**Alan Dundas**, *Arbroath*

FRAPPE SNOWLAND

1	00'17"98	**Sarah Ashworth**, *Shropshire*
2	00'18"39	**Ewan Alman**, *Middlesex*
3	00'22"26	**Rhys Allen**, *Australia*

BOWSER'S CASTLE

1	2'06"70	**Chris Bartlett**, *Kent*
2	2'08"44	**Alan Dundas**, *Arbroath*
3	2'13"33	**Dean Buckley**, *Kent*

BANSHEE BOARDWALK

1	1'58"37	**Chris Bartlett**, *Kent*
2	2'03"28	**Lorne Tietjen**, *Woking*
3	2'03"98	**Alan Dundas**, *Arbroath*

F1 World Grand Prix

UK (PAL) TIMES ONLY

No secret cars

AUSTRALIA

1	1'01"82	**Neil Evans**, *Wimbourne*
2	1'01"90	**Paul Jeram**, *Southsea*
3	1'03"00	**Chris Lowe**, *Tyne & Wear*
4	1'03"20	**Joachim Clauwers**, *Belgium*
5	1'04"21	**Jere Tanttu**, *Finland*

BRAZIL

1	0'57"92	**Neil Evans**, *Wimbourne*
2	0'58"89	**Paul Jeram**, *Southsea*
3	0'58"93	**Joachim Clauwers**, *Belgium*
4	0'59"05	**Jere Tanttu**, *Finland*
5	0'59"16	**Kristoffer Thorbjornsen**, *Scotland*

ARGENTINA

1	0'57"41	**Joachim Clauwers**, *Belgium*
2	0'58"45	**Jan Clauwers**, *Belgium*
3	1'01"84	**Neil Evans**, *Wimbourne*
4	1'02"30	**Jonathan Rockliff**, *Tadcaster*
5	1'03"01	**Jere Tanttu**, *Finland*

MONACO

1	0'58"81	**Joachim Clauwers**, *Belgium*
2	0'58"84	**Neil Evans**, *Wimbourne*
3	0'59"41	**Stuart Richards**, *Surrey*
4	1'00"25	**Trevor Scannell**, *Barking*
5	1'00"61	**Jere Tanttu**, *Finland*

FRANCE

1	0'53"81	**David Lofts**, *Kent*
2	0'54"81	**Neil Evans**, *Wimbourne*
3	0'55"49	**Emanuel Kivilohkare**, *Norway*
4	0'56"53	**Joachim Clauwers**, *Belgium*
5	0'56"69	**James Hegarty**, *Belfast*

BRITAIN

1	0'56"93	**Joachim Clauwers**, *Belgium*
2	0'57"77	**Paul Jeram**, *Southsea*
3	0'57"85	**Graham Briggs**, *Wirral*
4	0'57"89	**Neil Evans**, *Wimbourne*
5	0'58"40	**Jonathan Rockliff**, *Tadcaster*

GERMANY

1	1'14"87	**Joachim Clauwers**, *Belgium*
2	1'15"55	**Jan Clauwers**, *Belgium*
3	1'15"67	**Neil Evans**, *Wimbourne*
4	1'16"09	**Jonathan Rockliff**, *Tadcaster*
5	1'16"11	**Jere Tanttu**, *Finland*

ITALY

1	1'01"29	**Neil Evans**, *Wimbourne*
2	1'01"37	**Joachim Clauwers**, *Belgium*
3	1'01"88	**Jan Clauwers**, *Belgium*
4	1'02"05	**Jonathan Rockliff**, *Tadcaster*
5	1'02"54	**Jere Tanttu**, *Finland*

JAPAN

1	1'10"96	**Neil Evans**, *Wimbourne*
2	1'12"33	**Joachim Clauwers**, *Belgium*
3	1'14"07	**Jere Tanttu**, *Finland*
4	1'14"19	**Trevor Scannell**, *Barking*
5	1'14"73	**Jack McCarthy**, *Dublin*

V-Rally 99

ARCADE 1

1	14'37"56	**Jonothan McIlvaney**, *Washington*
2	14'52"80	**Joachim Clauwers**, *Belgium*
3	15'01"12	**Morten Tronstad**, *Norway*
4	15'22"00	**Steven Ward**, *N. Yorks*

ARCADE 2

1	20'40"12	**Jan-Erik Spangberg**, *Sweden*
2	22'07"12	**Joachim Clauwers**, *Belfast*
3	22'38"92	**James Hegarty**, *Belgium*
4	23'17"00	**Morten Tronstad**, *Norway*

ARCADE 3

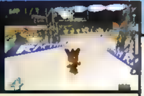
1	28'04"72	**Stuart Masterton**, *Milton Keynes*
2	28'38"64	**Joachim Clauwers**, *Belfast*
3	28'48"96	**Morten Tronstad**, *Norway*

Turok 2: Seeds Of Evil

LEVEL 1: PORT OF ADIA

1	0:14:51	**Richard Dunn**, *Lincolnshire*
2	0:16:45	**Joachim Clauwers**, *Belgium*
3	0:16:46	**Ian Will Jessop**, *Winchester*
4	0:18:47	**Jan Clauwers**, *Belgium*
5	0:21:41	**Styn Donders**, *Holland*
6	0:22:49	**Graham Underwood**, *Cumbria*
7	0:22:50	**Alex Newman**, *Kent*
8	0:23:22	**James Hegarty**, *Belfast*
9	0:27:30	**Stephen McMahon**, *Newry*
10	0:30:38	**Paul Murray**, *Switzerland*
11	0:31:26	**Donald Shaw**, *Livingston*
12	0:35:34	**Kevin Seeney**, *Suffolk*
13	0:36:26	**Morten Tronstad**, *Norway*

Snowboard Kids



UK (PAL) TIMES ONLY

STUNT GAME

1	9999	**Mario Siouyis**, *Greece*
2	9998	**Stelios Giamarelos**, *Greece*
3	9040	**Ed Higgins**, *Essex*
4	8940	**Robert Hollinshead**, *Kent*
5	7684	**Matt Peck**, *East Sussex*
6	7240	**Olav Vassend**, *Norway*
7	6944	**T. Egerton-Jones**, *Liverpool*
8	6572	**Luke Porter**, *Belfast*
9	6400	**Rob Davies**, *Swansea*
10	5520	**Robert Gallagher**, *Southampton*

ROOKIE MOUNTAIN speed game

1	0'26"13	**Al Pierce**, *Salisbury*
2	0'26"20	**Jamie Hyde**, *Bradford-on-Avon*
3	0'26"30	**Brett Slader**, *Australia*

BIG SNOWMAN speed game

1	1'35"40	**Al Pierce**, *Salisbury*
2	1'36"13	**John Heelham**, *Manchester*
3	1'36"93	**Jamie Hyde**, *Bradford-on-Avon*

SUNSET ROCK speed game

1	1'33"33	**Al Pierce**, *Salisbury*
2	1'34"60	**Jamie Hyde**, *Bradford-on-Avon*
3	1'34"60	**Brett Slader**, *Australia*

NIGHT HIGHWAY

1	1'27"96	**Al Pierce**, *Salisbury*
2	1'29"13	**Kevin Seeney**, *Bath*
3	1'29"73	**Graeme Robb**, *Scotland*

GRASS VALLEY

1	1'39"80	**Al Pierce**, *Salisbury*
2	1'40"83	**John Heelham**, *Manchester*
3	1'41"43	**Konstantinos Mitzithras**, *Greece*

DIZZY LAND

1	1'34"63	**David Mason**, *Plymouth*
2	1'34"93	**Al Pierce**, *Salisbury*
3	1'35"83	**Kevin Seeney**, *Bath*

QUICKSAND

1	1'34"00	**Al Pierce**, *Salisbury*
2	1'34"30	**Kevin Seeney**, *Bath*
3	1'35"10	**John Heelham**, *Manchester*

SILVER MOUNTAIN

1	1'42"80	**Al Pierce**, *Salisbury*
2	1'44"13	**Jamie Hyde**, *Bradford-on-Avon*
2	1'44"70	**John Heelham**, *Manchester*

NINJA LAND

1	00'22"66	**Al Pierce**, *Salisbury*
2	00'22"96	**Andy Palmer**, *Herts*
3	00'23"10	**Daniel Aherne**, *Manchester*

1080° Snowboarding

UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"63	**Robbie Khijn**, *The Netherlands*
2	1'02"73	**Danny Dunn**, *Lincolnshire*
3	1'02"76	**Ruben Larsen**, *Norway*
4	1'02"79	**Adam Charlton**, *Huntingdon*
5	1'02"86	**Jon Olav Larsen**, *Norway*

CRYSTAL PEAK

1	1'27"21	**Danny Dunn**, *Lincolnshire*
2	1'27"41	**Adam Charlton**, *Huntingdon*
2	1'27"41	**Danny Dunn**, *Lincolnshire*
4	1'27"54	**Manolis Kalaitzake**, *Cork*
5	1'27"81	**Steven Zwartjes**, *Holland*

GOLDEN FOREST

1	1'19"56	**Robbie Khijn**, *The Netherlands*
2	1'19"59	**Sean Matthews**, *Paisley*
3	1'19"82	**Danny Dunn**, *Lincolnshire*
4	1'19"89	**Ruben Larsen**, *Norway*
5	1'19"92	**Steven Zwartjes**, *Holland*

MOUNTAIN VILLAGE

1	1'22"53	**Laurie Eggleston**, *Kent*
2	1'29"69	**Ruben Larsen**, *Norway*
3	1'30"15	**Danny Dunn**, *Lincolnshire*
4	1'30"28	**Sean Matthews**, *Paisley*
5	1'30"51	**Adam Charlton**, *Huntingdon*

DRAGON CAVE

1	1'25"43	**Sean Matthews**, *Paisley*
2	1'25"76	**Danny Dunn**, *Lincolnshire*
3	1'25"99	**Ruben Larsen**, *Norway*
4	1'26"19	**Norman Obaseki**, *Leeds*
4	1'26"19	**Damien Orchard**, *Hereford*

DEADLY FALL

1	1'07"74	**Norman Obaseki**, *Leeds*
2	1'07"88	**Robbie Khijn**, *The Netherlands*
2	1'07"88	**Norman Obaseki**, *Leeds*
2	1'07"88	**Ruben Larsen**, *Norway*
5	1'08"07	**Brett Slader**, *Australia*

CONTEST MODE

1	395451	**Steven Zwartjes**, *Holland*
2	322451	**Rob Pierce**, *Salisbury*
3	308110	**Maurice Blount**, *Deeside*
4	296844	**David Vowles**, *Bath*
5	265088	**Oliver Thomason**, *Brighton*

Diddy Kong Racing

UK (PAL) TIMES ONLY

ANCIENT LAKE

1	**0'35"15**	Laurie Eggleston, *Kent*
2	**0'36"20**	Stuart Richards, *Surrey*
3	**0'38"40**	Beckie Haskins, *Southsea*
4	**0'38"70**	Alan Inker, *Newport*
5	**0'40"60**	Stelios Giamarelos, *Greece*

FOSSIL CANYON

1	**1'02"81**	Stuart Richards, *Surrey*
2	**1'05"00**	Adam Charlton, *Huntingdon*
3	**1'05"44**	Stelios Giamarelos, *Greece*
4	**1'05"83**	Orestis Giamarelos, *Greece*
5	**1'08"33**	Beckie Haskins, *Southsea*

HOT TOP VOLCANO

1	**0'53"93**	Stuart Richards, *Surrey*
2	**1'00"81**	Stelios Giamarelos, *Greece*
3	**1'01"96**	Beckie Haskins, *Southsea*
4	**1'02"95**	Orestis Giamarelos, *Greece*
5	**1'12"05**	Steven Zwartjes, *Holland*

JUNGLE FALLS

1	**0'41"70**	Stuart Richards, *Surrey*
2	**0'41"53**	Adam Charlton, *Huntingdon*
3	**0'43"53**	Stelios Giamarelos, *Greece*
4	**0'44"74**	Orestis Giamarelos, *Greece*
5	**0'45"66**	Arthur Van Dalen, *Holland*

WALRUS COVE

1	**1'30"35**	Stuart Richards, *Surrey*
2	**1'30"73**	Adam Charlton, *Huntingdon*
3	**1'33"24**	Stelios Giamarelos, *Greece*
4	**1'35"40**	Steven Zwartjes, *Holland*
5	**1'35"77**	Orestis Giamarelos, *Greece*

CRESCENT ISLAND

1	**1'02"83**	Laurie Eggleston, *Kent*
2	**1'06"43**	Stuart Richards, *Surrey*
3	**1'09"01**	Stelios Giamarelos, *Greece*
4	**1'10"57**	Orestis Giamarelos, *Greece*
5	**1'14"26**	Ciaran McDermott, *Ireland*

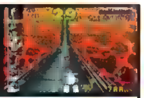
WINDMILL PLAINS

1	**1'12"71**	Laurie Eggleston, *Kent*
2	**1'25"43**	Stuart Richards, *Surrey*
3	**1'33"67**	Stelios Giamarelos, *Greece*
4	**1'35"45**	Adam Charlton, *Huntingdon*
5	**1'36"61**	Orestis Giamarelos, *Greece*

DARKMOON CAVERNS

1	**1'42"60**	Stuart Richards, *Surrey*
2	**1'46"41**	Adam Charlton, *Huntingdon*
3	**1'48"03**	Tim Booth, *Shrewsbury*
4	**1'48"61**	Daniel Carlsson, *Sweden*
5	**1'49"03**	Richard Dunn, *Lincolnshire*

F-Zero X



UK (PAL) TIMES

DEATH RACE

1	**00'27"692**	Richard Dunn, *Lincolnshire*
2	**00'31"323**	Michael Swift, *Liverpool*
3	**00'34"49**	Chris Bartlett, *Kent*
4	**00'41"423**	Stuart Richards, *Surrey*
5	**00'42"549**	Martin Conroy, *Leeds*

MUTE CITY

1	**1'14"764**	Richard Dunn, *Lincolnshire*
2	**1'24"283**	Zen, *Liverpool*
3	**1'25"393**	Kevin Seeney, *Suffolk*
4	**1'25"737**	Simon Amer, *Turnford*
5	**1'26"251**	Steve Woolley, *Norfolk*

SILENCE

1	**1'05"537**	Richard Dunn, *Lincolnshire*
2	**1'13"401**	Kevin Seeney, *Suffolk*
3	**1'13"891**	Greg Hibbert, *Co. Durham*
4	**1'16"829**	Simon Amer, *Turnford*
5	**1'17"418**	Tim Donders, *Holland*

RED CANYON

1	**1'12"326**	Richard Dunn, *Lincolnshire*
2	**1'17"178**	Morten Tronstad, *Norway*
3	**1'17"708**	Alan Bell, *Milford Haven*
4	**1'18"070**	Stuart Richards, *Surrey*
5	**1'18"076**	Geoff Bell, *Milford Haven*

WHITE LAND

1	**1'23"233**	Richard Dunn, *Lincolnshire*
2	**1'38"898**	Steven Zwartjes, *Holland*
3	**1'39"039**	Morten Tronstad, *Norway*
4	**1'39"883**	Tim Donders, *Holland*
5	**1'39"956**	Alan Bell, *Milford Haven*

SECTOR B

1	**1'39"313**	Richard Dunn, *Lincolnshire*
2	**1'41"274**	Steven Zwartjes, *Holland*
3	**1'42"861**	Zen, *Liverpool*
4	**1'43"553**	Nils Menzler, *Germany*
5	**1'43"831**	David Van Moer, *Belgium*

MUTE CITY 3

1	**1'28"805**	Richard Dunn, *Lincolnshire*
2	**1'41"133**	Alan Bell, *Milford Haven*
3	**1'41"537**	Geoff Bell, *Milford Haven*
4	**1'41"602**	Steven Zwartjes, *Holland*
5	**1'42"279**	Tom Donoughue, *Balsham*

RAINBOW ROAD

1	**1'57"525**	Richard Dunn, *Lincolnshire*
2	**2'11"920**	Steven Zwartjes, *Holland*
3	**2'14"829**	David Van Moer, *Belgium*
4	**2'15"558**	Morten Tronstad, *Norway*
5	**2'16"650**	Martin Conroy, *Leeds*

BIG HAND

1	**2'07"686**	Richard Dunn, *Lincolnshire*
2	**2'27"174**	Morten Tronstad, *Norway*
3	**2'28"549**	David Van Moer, *Belgium*
4	**2'29"250**	Steven Zwartjes, *Holland*
5	**2'29"573**	Andrew Harvey, *Twyford*

New Leagues

To keep things fresh we've decided to scrap the current challenges on the following games. As of issue 31 we'll be running leagues for each of the following:

F-Zero X

UK (PAL) times only please

- Sand Ocean
- Big Blue
- Sector Alpha
- Devil's Forest 2
- Fire Field
- Red Canyon 2
- Space Plant
- Sand Ocean 2
- Port Town 2

Diddy Kong Racing

UK (PAL) times only please

- Everfrost Peak
- Frosty Village
- Whale Bay
- Pirate Lagoon
- Treasure Caves
- Boulder Canyon
- Haunted Woods
- Star City
- Spaceport Alpha

F1 World Grand Prix

UK (PAL) times only please

- San Marino
- Spain
- Canada
- Hungary
- Belgium
- Austria

Mario Kart

UK (PAL) times only please

- Moo Moo Farm
- Kalimari Desert
- Toad's Turnpike
- Choco Mountain
- Wario Stadium
- Sherbet Land
- Donkey Kong's Jungle Parkway
- Yoshi Valley
- Rainbow Road

Also, don't forget the *Rogue Squadron* times we asked for last month. Here they are again in case you missed them:

- Ambush at Mos Eisley
- Liberation of Gerrard V
- Search for the Nonnah
- Rescue on Kessell
- Defection at Correllia
- Battle above Taloraan
- Death Star Trench Run*
- Battle of Hoth*
- The Battle of Calamari

* bonus levels – you'll need to have collected a gold medal on all the levels to access the bonus tracks or, alternatively, try entering DEADDACK at the password screen. That'll give you access to all the ships and all the levels.

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 *Magazine*, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

skill club 64

Bags o' skill. Skilled right up. All the skill in the world. Yup, it's all right here...

Where else can you find the opportunity to show off your games-playing expertise as well as in Skill Club 64? Nowhere, that's where. **N64** Magazine is proud to show – to the whole world – exactly how good you lot are at playing games. And that's pretty darn good, going by this month's evidence.

Even if you've only managed to get in the Bronze Club, you can be certain that you're one of the very best gamers in the country, if not the world. And you can still, with a bit of concerted effort, get into the Silver and Gold Clubs, and win yourself an unavailable-anywhere-other-than-here certificate and exclusive, shiny, Overton-designed **N64** pin badge to prove your undoubted worth. Nice.

Aaaaand also, should you get into the Gold Club, because we're so bloomin' generous, you'll also win a lovely Manta Ray pad from Nugen (01992 707407) for you to go onto greater gaming glory.

Best get playing, then, eh?

GOLD Club

complete 10 challenges

Simon Moore, *Liverpool*
Richard Davies, *Rotherham*
René Laurent, *Ireland*
Stephen Lockhart, *Ireland*
Andrew McGrae, *Southport*
Matthew King, *Bromley*
Derek Thomson, *Edinburgh*
Jon Davies, *Wallingford*
Jan-Erik Spangberg, *Sweden*
Kelly Humphreys, *Marlow*
Graham Underwood, *Cumbria*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Paul Isaia, *Southampton*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Andrew Mills, *Londonderry*
Mark Currid, *Ireland*
David Nicol, *Cambridge*
David Keane, *Sandwich*
David Crowther, *Kent*
Daniel Syversen, *Norway*
Stelios & Orestis Giaremelos, *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Greg Duncan, *Glasgow*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Ross McKinstray, *Arbroath*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offacy*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *Co. Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kenneth Pickering, *Ayrshire*	A,B,C,D,G,I,J
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Richard Davies, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Dylan Foale, *Devon*	A,B,C,D,F,G,I
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M
Steven Said, *Australia*	A,B,E,F,G,I,M
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N
Colin Taylor, *Barnet*	A,B,C,D,L,M,O
James Bundy, *Reading*	A,C,D,E,F,I,L
Griffin Leadebrand, *Australia*	A,B,D,F,I,L,M
M. Mina, *Essex*	A,C,E,F,I,M,O
Luke Yeandle, *Abertillery*	A,B,C,D,E,G,P
Steven Ward, *Hawes*	A,B,D,E,H,O,P
Nils Menzler, *Germany*	A,B,C,E,I,N,O
Jimmi Aarela, *Finland*	A,B,D,E,F,I,P
Geoffrey Maddocks, *Australia*	A,D,F,G,I,M,N
Christopher Grant, *Inverness*	B,C,F,H,I,L,M
Kevin Spring, *Bradford*	A,B,C,D,G,H,I
Anthony Gruitt, *Sittingbourne*	A,B,C,D,F,G,M
M Hall, *Middlesex*	A,B,D,E,F,M,P
Pieter van den Brink, *Netherlands*	A,B,G,H,I,K,L
Sam Thompson, *Aberystwyth*	C,D,I,M,N,O,P
Alex Underhill, *Wolverhampton*	A,C,F,J,L,M,O
David Littern, *Middlesex*	A,B,D,E,F,M,P
Steven Dalton, *Stockton-on-Tees*	A,B,D,E,G,H,I
Paolo De Luca, *Italy*	A,B,C,D,H,K,P
Reuben Barker, *East Sussex*	A,C,D,G,L,N,O
Martin Flynn, *Kent*	A,C,D,E,F,L,O
Andrew Cox, *Cornwall*	A,B,C,D,E,F,N
Kevin Loughlin, *Slough*	A,B,C,E,F,K,M,O
Alex McIver, *Edinburgh*	A,B,C,F,K,L,N,O
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Aidan Murray, *Co. Cork*	A,B,C,D,F,G,H,I
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Torri Marco, *Switzerland*	A,B,C,D,E,L,M,N
Laurie Eggleston, *Kent*	A,B,C,D,F,G,J,M
Ryan McIlvenna, *Antrim*	A,B,C,D,F,I,K,L
Philipp Sokolean, *Switzerland*	A,B,D,E,H,I,L,M
James Hegarty, *Belfast*	A,B,F,G,H,J,N,P
Richard Whitham, *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Matthew Wilkins, *Wiltshire*	A,B,D,E,G,I,M,N
David Lonroy, *Lancashire*	A,C,E,F,G,H,M,O
Richard Sutton, *Kent*	A,B,I,F,L,M,N,O
Matthew King, *Bromley*	A,B,C,D,E,F,G,I,J
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L
Kevin Seeney, *Bury St. Edmunds*	A,B,C,D,I,L,M,O,P

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Michael Gapper, *Bristol*	A,C,F
Riccardo Riboldi, *Italy*	A,B,E
Adam Norman, *Nottingham*	A,D,E
Nicholas Bec, *Salisbury*	A,C,I
Paul Coulson, *Stamford*	A,B,F
Sebastian Bond, *Gloucester*	A,D,G
Ioan Rees, *Redditch*	A,B,G
Nick Hadden, *Co. Cork*	A,C,I
Tom Richardson, *Addingham*	A,C,H
Robert Kloosterhuis, *Holland*	A,D,F
Gordon Scales, *Nottingham*	A,B,F
Ian Renyard, *Ashford*	A,B,F
Phillip Renyard, *Ashford*	A,B,F
Andy Howard, *Cambridge*	A,B,D
Remco Van Wingerden, *Holland*	A,B,F
Mark Odell, *Derby*	A,D,E
Thomas Suckling, *Ipswich*	A,D,F
Dylan Foale, *Devon*	A,C,I
Lee Robertshaw, *Southampton*	A,E,F
Ian Gore, *Somerset*	A,B,F
Graham Cookson, *Kent*	A,B,H
Dave Bloemer, *Holland*	A,C,F
Andrew Hannath, *Swindon*	B,D,F
Erwin Zeevaart, *Holland*	A,F,H
Steve Paget, *Bonsall*	A,C,D
Philip O, *Herts*	A,D,H
Benjamin Lo, *London*	E,F,J
Robert Lynch, *Middlesex*	A,B,D
Owain Brimfield, *Isle of Man*	A,E,F
David Newbrook, *Staffs*	A,D,F
Alex Schwassmann, *Germany*	A,F,I
Jonathan Townsend, *Gwent*	A,E,G
David Myring, *Bristol*	A,E,F
Ben Davies, *Coventry*	B,C,J
Matt Peck, *East Sussex*	A,D,E
Mark Rundle, *Herts*	A,D,H
Mark Walker, *Bedford*	A,B,F
Jonathan Davies, *Coventry*	B,C,J
Sandy McKenzie, *Fife*	C,F,H
Adam Khattak, *Belfast*	A,C,F
Matthew Kitis, *Liverpool*	B,C,I
Joe Cape, *Stirling*	A,C,D
Ewen Summers, *Ayrshire*	A,B,D
Joachim Clauwers, *Belgium*	A,D,F
David Holmes, *Doncaster*	A,B,F
Tom Wyatt, *Staines*	A,C,D
Ben Stevens, *London*	A,E,F
James O'Sullivan, *Somerset*	A,B,D
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Soton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Rod Bayliss, *Australia*	A,D,H
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Martin Hunter, *Edinburgh*	A,B,E
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Mike Hodzelmans, *Holland*	A,B,D

NAME	COMPLETED
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Ashley Bennett, *Essex*	A,D,I
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Turo Halinen, *Finland*	A,D,K
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Adam Skeggs, *Leicester*	A,C,H
Nader Kohbodi, *Anglesey*	A,D,E
Christopher Thompson, *Co. Antrim*	A,D,E
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
David Heath, *East Sussex*	A,D,E
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
David Grice, *West Bromich*	A,D,I
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Gray, *Oban*	A,C,D
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C
Frederic Azais, *Canada*	A,B,D
David Conroy, *Accrington*	C,E,F
Robert Moore, *Co. Cork*	A,C,E
Emil Tanem, *Norway*	A,B,D
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *The Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D

NAME	COMPLETED
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
Adam Holmes, *Birmingham*	C,D,E
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Carl Brennand, *Cumbria*	A,B,F
Henry Edmondson, *Preston*	A,B,H
Matthew Prior, *Norwich*	A,B,H
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Simon Nash, *Watford*	B,D,H
Henryk B. *Zaleskijr*	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, *Crawley*	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Bent Eigil Sumelius, *Norway*	A,D,I
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
David Sanderson, *Worcester*	B,G,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Tom White, *West Sussex*	A,J,M
Liam Allsworth, *Oxford*	H,I,L
Daniel Allsworth, *Oxford*	H,I,L
Nick Haynes, *Orpington*	A,E,M
Seiji Lim, *South Croydon*	B,C,M
William King, *Bromsgrove*	A,E,F
David Kelsey, *London*	B,D,E
Sam Ranford, *Cornwall*	D,H,I
Richard Fong, *Bebington*	A,B,D
Andrew Fong, *Bebington*	A,B,D
Hedley Gabriel, *Essex*	A,B,D
Simon Johansson, *Sweden*	D,H,I
John Mellor, *Huddersfield*	A,G,H
Luke Sculley, *East Sussex*	A,B,M
Asim Haneef, *Croyden*	A,B,H
Jack Tappenden, *Kent*	A,B,M
Michael Betts, *Northampton*	A,B,M
Gregory Moore, *Radley*	D,M,O
Nicholas Crew, *Petersfield*	A,I,M
James Whitehurst, *Dorset*	C,D,F
Morville O'Driscoll, *Worcester*	A,D,O
Aaron Woolridge, *Monmouth*	D,H,N
Daniel Tiller, *Eastleigh*	A,I,M
Jenny Lam, *Southport*	A,B,I
Toby Searle, *Kent*	A,C,M
Paul Murray, *Switzerland*	A,B,P
Sam Wills, *Wolverhampton*	A,C,J
Kevin Moss, *Wolverhampton*	A,B,D
Andrew Gair, *Stafford*	A,D,P
Christopher Conn, *Aberdeen*	A,D,O
Andrew Grant, *Shetland*	A,I,P
Martin Cullum, *Middlesex*	A,E,I
David King, *Kent*	A,B,D
Martin Leng-Smith, *Kent*	A,B,D
William Luing, *Penzance*	M,N,O
Paul Davies, *Edmonton*	B,E,G,I
Chris Thomas, *Wallington*	A,B,C,I
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
James Leigh, *Clevedon*	A,B,G,I
Aidan Murray, *Co. Cork*	A,B,D,H
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I

NAME	COMPLETED
Joel Radford, *Australia*	A,B,C,D
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,J
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
David and Chris Mason, *Plymouth*	A,B,D,I
Scott Winterburn, *Norfolk*	A,D,G,I
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth	A,F,G,I
Mariusz Panczar, *Poland*	A,E,G,L
Daniel Brown, *Australia*	A,D,F,M
Jerden Marinus, *The Netherlands*	A,B,E,H
Steven Woolley, *Norfolk*	A,B,D,N
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
Jonathan McConnell, *Truro*	A,B,E,F
Ross McConnell, *Truro*	A,B,E,F
Barry Glover, *Manchester*	A,B,D,M
David Faggiani, *Manchester*	A,B,D,F
Chris Lowe, *Tyne & Wear*	A,C,D,H
Steven Astley, *Wigan*	A,E,F,J
Mike Smith, *Gloucester*	A,B,C,M
Andrew Granville, *Bridgend*	A,B,D,M
Ivo Miguel Castro Couto, *Madeira*	A,D,G,O
Tony Hobbs, *Leeds*	A,B,C,H
David Shuker, *West Midlands*	A,B,C,H
Anthony Coombes, *Bridgewater*	A,D,O,P
Nick Mushlin, *Selkirkshire*	B,H,N,O
Luke Butcher, *London*	A,D,I,O
Chris Barlett, *Kent*	A,E,F,M,N
Joachim Clauwers, *Belgium*	A,B,D,F,H
Robert Ward, *Middlesex*	A,B,G,H,I
Alain Keersmaekers, *Belgium*	A,B,C,F,J
David Lewis, *Birmingham*	A,B,D,E,F
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Mark Herjan, *Poland*	A,C,D,J,M
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I
James Smith, *Gloucester*	A,B,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Arne G Pettersen, *Norway*	A,F,G,I,M
Paul Davies, *Conwy*	A,B,C,D,G
Andy Pearce, *Featherstone*	A,B,D,F,I
Graeme Downes, *Surrey*	A,C,D,O,P
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
James Register, *Surrey*	A,B,C,D,F,H
Jack Gilbey, *Bridgeport*	A,B,C,D,F,I
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
Max, Steven and Hal, *Dundee*	A,B,C,H,I,L
Morten Tronstad, *Norway*	A,B,C,D,I,L
Rodney McComb, *Co. Londonderry*	A,C,D,F,H,L
George Roberts, *Middlesex*	A,D,E,H,M,N
Nick Taverner, *Suffolk*	A,B,C,D,H,I
John Brockie, *Cumbria*	A,B,C,D,M,N
Tony Mendum, *Middlesbrough*	A,B,D,F,J,P
Ciaran Spence, *Ireland*	A,B,D,E,F,G
Sebastian Vass, *Bath*	A,B,D,M,O,P

GO! GO!

challenge A — Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The DGG + No. 4.

challenge B — Diddy Kong Racing

What you must do: Finish the game in Mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh, and don't forget the DGG + with issue 11.

challenge C — Lylat Wars

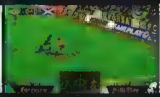
What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: Issue 8's free poster and the Double Game Guide + that came with issue 13.

challenge D — GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in issues 4 and 14.



challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful tips: Review in issue 4, tips in Issue 5. DGG + No. 2.

challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps

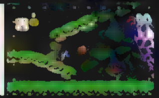
What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: Tips in issue 2 and the DGG + on the front of issue 14.

challenge K — Yoshi's Story

What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.



challenge L — Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in issue 19 and DGG + No. 9.

challenge M — 1080° Snowboarding

What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: Issue 22's Double Game Guide +.

challenge N — F-Zero X

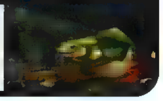
What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in issue 24's Double Game Guide +.

challenge O — Zelda

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in issue 26 will tell you everything you need to know.

challenge P — Turok 2

What you must do: Finish the first level in under 40 minutes.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very, very tough. Plenty of tips in issue 24.



the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or best of all, 400 ASA.

Taking Videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.

---

skill club 64 ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the [illegible] Skill Club 64 league. I include proof of my achievements in:

☐	A *Super Mario 64*	☐	I *Blast Corps*
☐	B *DKR*	☐	J *Wave Race 64*
☐	C *Lylat Wars*	☐	K *Yoshi's Story*
☐	D *GoldenEye 007*	☐	L *Banjo-Kazooie*
☐	E *ISS64*	☐	M *1080°*
☐	F *Mario Kart 64*	☐	N *F-Zero X*
☐	G *Pilotwings 64*	☐	O *Zelda*
☐	H *Turok*	☐	P *Turok 2*

Please send my badge and certificate to:

Name ....

Address ....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

PROJECT K

TEL: 0181 508 1328
FAX: 0181 508 3845
www.projectk.com
Email: info@projectk.com
E SEEDBED CENTRE LANGSTON ROAD, LOUGHTON, ESSEX, IG10 3TQ

INTENDO 64 IMPORTS

Res Pak	£23.99
A Quake 2	CALL
A Duke Nukem Zero Hour	AUG
A Goemans Great Adv	AUG
A Pokemon Snap	JUNE
A Gauntlet 3D	SEPT
A Hybrid Heaven	SEPT
A Star Wars Pod Racers	CALL
A South Park	£35.99
A WWF Attitude	JUNE
A World Driver Champ	JUNE
kemon Snap Guide	CALL
LLOWING N64 games	£20 EACH

Road Challenge GASP WCW vs NWO

LAYSTATION IMPORTS

P Gran Turismo 2	Late Summer
P Dino Crisis	JULY
P Ace Combat 3	CALL
P Rasetsu Sword	£49.99
P Dr Slump	£42.99
A Bushido Blade 2	£45.99
A WWF Attitude	CALL
A Syphon Filter	CALL
A Messiah	CALL

EATMANIA POCKET 2

Funk Jazz Groove DJ Battle
Rave Reggae Break Beats
9 Arcade Tunes
Arcade Buttons
Scratch Deck
£34.99

DREAMCAST IMPORTS

Arcade Sticks	£CALL
Joypads	£28.99
Puru Puru Pak	£25.99
SVHS LEADS	£15.99
RGB Scart lead	£19.99
Virtual Memory System	£24.99
Die Hard Arcade 2	CALL
Sonic Adventure	£45.99
Virtua Fighter 3	£45.99
Sega Rally 2	£45.99
Street Fighter Zero 3	JULY
Air Force Delta	JULY 29
Seventh Cross	£19.99
Sengoku Turb	£19.99
F1 Monaco GP	£39.99
Power Stone	£49.99
Pen Pen Tricelon	£34.99
Marvel vs Capcom	£49.99
Psychic Force	£34.99
Aero Dancing	£34.99
Blue stinger	£49.99
Redline Racer	£47.99
House of the Dead 2	CALL
Get Bass inc Fishing Controller	£79.99
Metropolitan Highway	JUNE
King of Fighters	JUNE
Buggy Heat	JUNE
Soul Calibur (NAMCO)	JUNE
Shen Mue	AUG

£CALL DREAMCAST WITH ONE GAME

POKEMON IMPORTS

Pokemon Pinball built in rumble for GB Colour

USA Pokemon

USA Gameboy Pokemon	CALL
JAP Pokemon Pinball (inc rumble)	CALL
JAP GB Pokemon GREEN	£35.99
JAP GB Pokemon YELLOW	£35.99
Pikachu Boxed Set Models	£12.99
Pikachu Medium Plush Toy	£13.99
Pikachu Large Plush Toy	£25.99
Pikachu Wind Up Toy	£8.99
Pokemon Muppets Each	£9.99
10 piece Keychain Models	£13.99

Pikachu Boxed Set POKEMON MUPPETS

Boxed Set of 3 Zelda Models £15.99

www.projectk.com

Visit Project K Web page, latest NEWS for Dreamcast, Playstation, Nintendo. NEWS about Nintendo's 128bit Dolphin.Pokemon merchandise. All the latest on Resident Evil Nemisis and Code Veronica as well as pictures of the latest merchandise

or a free price list of imported games, accessories & merchandise send a SAE to
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

FANTASY WORLD

We buy, sell & exchange games
All second-hand games guaranteed 1 year
Retail & MAIL ORDER
Fantasy World, 10 Market Square Arcade,
Hanley, Stoke-on-Trent, Staffs, ST1 1NN
Tel: 01782 279294

Marville Products

Holograms ©

PHOTO IDENTIFICATION
Next Day Delivery
Highest Quality pro. identification with 3D Phoenix holograms

:ID 27
:ID 30
:ID 28

Credit card sized, double sided, full colour, with laminate kit.

Prices:
1 card: £5
2 cards:£8
3 cards:£12

To Order:
State required order codes and send payment and S.A.E.

Send Cheque/Postal order/cash to: **Marville, Dept N64, Willington Ln, Oscroft, Cheshire, CH3 8NL.** Marville@compuserve.com
Or send S.A.E. for a free Catalogue, including-Posters, T-Shirts & Gadgets

SKILL 0181-567-9174
IMPORT-NINTENDO & PLAYSTATION
9AM-8PM 7 DAYS A WEEK

Dreamcast £199.99

NINTENDO 64 USA £99.99

STAR WAR POD RACER
QUAKE 2
HYBRID HEAVEN
WORLD DRIVER CHAMPIONSHIP

SOUL REAVER
LUNAR SILVER STAR
DRIVER

BUGGY HEAT
HOUSE OF THE DEAD 2
BLUE STINGER
DIE HARD ARCADE 2

ALSO AVAILABLE SECOND-HAND GAMES FROM £11.99

"The best mail order import establishment in the UK today" (www.n64hq.com)

0181-537-8297 / 0181-567-9174
P.O BOX 5913, EALING LONDON W13 9ZX

N64 MAGAZINE

Another World

We buy, sell & exchange games
All second-hand games guaranteed 1 year
Another World has branches at:
Leicester Silver St. 0116 251 5266
Nottingham 11 Market St. 0115 948 4122
Derby 42-43 Main Centre. 0113 220 6606
Wolverhampton 23 Victoria St. 01902 717440

RETRO CLASSIX

A fully illustrated monthly fanzine in A4 format packed with information and reviews. RC brings you the fascinating world of Retro. All classic micros and games covered, i.e. Arcade, Strategy and Adventure, together with user information and values. Included also is a separate catalogue of classic hardware and software listing 1000s of collectable items for sale.

DEDICATED TO GAMERS AND COLLECTORS
WELCOME TO THE TIME-MACHINE - ISSUE 20 OUT NOW!

PLAY PCB ARCADES (The full know how!)
+ Big Game & Watch Feature.

Send now for this issue and free catalogue enclosing a cheque/PO for £2.50 payable to:
'G. Howden' and post to:
RETRO CLASSIX (N64), 4 CHATTERTON AVENUE, LINCOLN LN1 3TB
http://members.aol.com/RClassix1/INDEX.html

Future Gamer

Delivered free, once a week

Gamers need sustenance: N64, PlayStation and PC news to digest, previews and reviews to gorge on and tasty features topped with flowing opinion columns for pudding. FutureGamer feeds that hunger, and because it's an email, it's delivered to you free, every week.
Who says there's no such thing as a free lunch?

www.futuregamer.com

Feed your hunger

Tuck into FutureGamer at www.futuregamer.com

It's lip-smackingly good

Cheap games! Money to be made! Fanzines for sale! Help at hand! What more could you ask for?

CONTACT

FANZINES

- **N64** issues 1-18, GamesMaster 45-76, EGM 93-115, CVG 179-207, Official Nintendo 50-70, all mint condition including free gifts and tips books. Call Woody on 01228 515699 with your offers.
- All **N64** Magazines for sale. Most can't be bought any more – especially issues 18 & 21. Will sell for £25. Call Steven on 01492 546327.
- N64 cheats booklet for games such as *GoldenEye*, *Turok 2*, *Mission: Impossible* and many more – and all for only 80p. Please contact me, Carl, at 6 Gorse Road, Swinton, Manchester, M27 5QZ.
- Old Total and Edge mags for sale, fair prices. Call Robert on tel 01203 302043 with your offers.
- Cheats for any N64 game. Send 50p and a sae to Wayne Finch, 136 Bleakhouse Road, Oldbury, Warley, West Midlands, B68 OLU.
- NGC issue one now available, *Perfect Dark*, *JFG* featured among others. Send £1 to Mark Allin, 23 Spencers Orchard, Bradford on Avon, Wilts, BA15 1TJ.
- I'm looking for an Action Replay cartridge and I will buy for £20. Call Ariyan on 01206 273379 between 4.30 and 8.30pm.
- **N64** mag with video for sale. Will sell for £8 or with eight other issues (good condition) for £23 – with nine guides and includes issue five. Call Graham on 01698 324580.

GAMES TO SWAP

- Will swap *Off Road Challenge* for *Rush 2* or I'll sell it for £30 with box and instructions. Call Nelson on 0181 473 5510.
- I'll swap *V-Rally '99* edition for *Star Wars* or *Fighters Destiny*, or will sell for £35. May swap for *Lylat Wars*. Call Alan on 01349 864669.
- I'll swap *FIFA 64* for any football game. Also swap *Turok 2* for *F-Zero X*. Phone Jon on 01473 723623.
- Will swap *Blast Corps* for *WCW/NWO Revenge* or *South Park*. Sell for £30, call Scott on 01902 863867 for the best bargain in the Midlands.
- I will swap my *MK4*, *F1 WGP*, *1080°* or *GoldenEye* for *Mario 64*. Contact Alex on 01705 796681 any day after 5pm.
- I'll swap *Mario 64*, *Mario Kart* or *GoldenEye* for *Mortal Kombat 4*, or will swap *Body Harvest* for *South Park*. Please telephone Daniel on 01992 300383.
- I will swap *1080°* for either *Turok 2*, *South Park*, *Gex 64* or *Rogue Squadron*. Or will sell for £25. Box and manual included. Phone Dave on 0113 252 9906.
- Please, pleeeeaaase swap your *WCW/NWO*. I will swap *1080°*, *Mission: Impossible* or *Banjo*. Phone Mike on 01489 797060.
- I will swap *Diddy Kong Racing* (unboxed) for Action Replay (boxed or not). Call Baz on 01273 601565.
- Will someone please swap *Mario 64* for *Turok?* If interested call Michael on 01279 320279.
- I will swap *Zelda* for *Turok 2* or *Rogue Squadron*. *Zelda* includes two guides, fully boxed with instructions. Mint condition. Please call Brett on 01440 763669.
- *Banjo-Kazooie* wanted! Will swap for *Wave Race 64* (boxed with instructions) or buy for £25. Call Andrew on 01296 662372.
- I will swap *Lylat Wars* (unboxed) for *1080°* or *GoldenEye* unless selling it cheap (under £15). Call Adam on 01530 273381.
- I will swap *Top Gear Rally* and *Mortal Kombat Trilogy* (both boxed) for *V-Rally* or *Mortal Kombat 4*. Call Tony on 0161 345 9889.
- Will swap *Mischief Makers* for *Zelda*. Call Sam on 01255 474334.
- Swap *Turok 2* or *Banjo-Kazooie* for *F-Zero X* or *WWF Warzone* or *South Park*. Please call James on 01367 242386.
- I will swap my *1080°* for your Action Replay. Please call Dave on 0121 503 0798.
- I will swap *Mission: Impossible*, *FIFA '99* or *MK4* for any good game. Call Jez on 01737 823213.
- Will swap *Lylat Wars* for your *Wipeout 64*, *Turok 2* or *Body Harvest*. Boxed, but no rumble pak. Call Brian on 01424 221532.
- Will swap *DKR* plus memory pak for any decent game. Call Tom on 01606 44301.
- I'll swap my *Forsaken* or *Wetrix* for your *Mario Party*, *ISS '98* or even *Mission: Impossible*. Call Richard on 01843 834287.
- Will swap *ISS64* for *1080°*, *F1 World Grand Prix*, *Mario Kart*, *South Park*, *F-Zero X* or *Turok 2*. Call Dan on 01702 545360.
- Will swap *Zelda 64* for *Turok 2*, *Banjo Kazooie* or *Forsaken*. Call Toby on 01342 316104.
- I will swap *Turok 2* in perfect condition for *GoldenEye* or *1080°* or will sell for £30. Call James on 01749 860068.
- I will swap *Turok 2* for *WCW Revenge* (boxed). Call Mario on 01236 436613 after 4pm Mon-Fri.
- Will swap *WWF Warzone* for *DKR* and *MK4*. Call Matt on 01483 232569.
- Will swap *Yoshi's Story* for *GoldenEye*. Also, SNES with seven games, two joypads, and Super Game Boy. £75 ono. Call Jerome on 0181 670 3330.
- Swap my *V-Rally '99* for *South Park*, *Turok 2* or *1080°*. Call Matt on 01621 893069.
- Will swap either *GoldenEye* or *World Cup '98* for *Body Harvest*. Contact Sam on 01865 553581.
- Will swap *Mario 64* in video box for *GoldenEye* or *Silicon Valley*, or will sell for £35. Call Ben on 01923 468795 after 6pm.
- Swaps! *Blast Corps* or *Top Gear Rally* to swap for *Body Harvest* or *MK Mythologies*. Please call Ben on 01593 674890.
- Will swap *DKR* (unboxed) for *GoldenEye* or any other good game (boxed or unboxed). Call Jason on 0181 808 9126.
- Chance of a lifetime! *F-Zero X* to swap for any PAL game scoring over 85% in **N64** Magazine. Are you interested? Then please call Chris on 01628 526428.
- I am willing to swap *Bomberman 64* for *Turok 2*. If you're interested contact Gareth on 01782 412277.
- I am willing to swap *Super Mario* for *Donkey Kong Country 2* on the SNES. Please contact Ben on 01757 268778.
- I will swap *Zelda* for *Mario Kart*, *DKR*, *Banjo*, *Silicon Valley* or *Yoshi's Story*. Interested? Then call Mike on 0181 894 3650.
- I will swap *Warzone*, *Revenge* or *Zelda 64* for *NBA Courtside*. If you're interested please call Peter on 0181 540 6000.
- I will swap my *Blast Corps*, *Turok: Dinosaur Hunter*, *Doom 64* or *Super Mario 64* for your Action Replay. Call Mike on 01333 300244.
- I will swap *DKR* for any other good N64 game or will sell for £25. If you're interested please call Sebastian on 01233 623559.
- Wanted *WWF Warzone*, Action Replay or – if anyone is willing – *Zelda*. Will swap for *World Cup '98* boxed with instructions. Call James on 01795 871791.
- I will swap *Lylat Wars* with rumble pak (boxed) for *Banjo*, *Wave Race 64* or any other good N64 game. If you can help, please call Edward on 01223 811027.
- I will swap *Turok 2* for *Body Harvest*, *South Park* or *Battletanx*. Call Chris on 01237 425646.
- I will swap *GoldenEye* for *WCW Revenge*. Contact Michael on 0117 914 4718 between 4pm-9pm.
- I'm willing to swap *Turok* for *Zelda*, I'll also swap *Quake* for *Wipeout* or *F-Zero X*. Are you interested? Please call Aaron on 01208 841713.
- *DKR* and *Snowboard Kids* £25 each ono. Will also swap for any **N64** Magazine rated Star games. Why don't you call Zamir on 0181 672 0419?

GAMES WANTED

- I want *FIFA '99*, *Micro Machines*, *Quake*, *Mario Kart*, *Mario 64* and *Mario Party*. I'll pay good money or will swap for others. Call Dan on 0161 437 3026.
- Looking for any *Final Fantasy* game on any format – except I, II or VII. Or any really good games for the N64 or PlayStation. I will swap for *Zelda 64*, *Abe's Exodus*, *Final Fantasy* and many more. Phone Harley on 0121 603 8802.
- *1080°*, *Mario Kart* and *South Park* wanted in good condition. Will pay £20 for each. Please call me on 0181 657 4789. Or email me at adamti@globalnet.co.uk.
- Will you possibly sell *Rogue Squadron* for under £40? If you can it would make me (very) happy. Call Fred on 0181 330 7239.
- I would like *Final Fantasy I*, *II* and *III* for SNES. Will pay £12 for them all. Call Carl on 01845 524987.
- SNES games wanted especially *Mario Lands/Worlds/Bros*. But anything else considered. Games boxed with manuals preferred but not necessary. Contact Jason Davis, 5 Tyrrell Mead, Sidmouth, Devon, EX10 9TW.
- Game urgently wanted! I would like *Pilotwings 64*. Will pay a fair price. If you can help please call Jonathan on 01322 275929.
- Wanted! N64 boxed with games, manual and one controller. I can only pay £50. Can you help? If so, please call Neil on 0191 388 6041.
- Wanted! Any PlayStation demo disc from no. 40 downwards, willing to pay £3 for each disc. Call Matthew on 0797 141 7883.
- Wanted! Datel Action Replay Mark III or programmable adaptor for the SNES. Also, *Super Mario RPG* and *Terranigma* for the SNES. Must be USA versions. Good prices paid. Call Mike on 01530 834977 or 0966 623374.

PENPALS

- Penpal wanted – male preferred – aged 11-13 years old. My interests include football and playing on my N64. Please write to Matthew Nunns, 55 Summer Dale Close, Bramley, Leeds, LS13 4RZ.
- 14-15 year old male penpal wanted. My name is Joanne and I'm 15 years old. I'm interested in anything, but especially my N64! Call me on 0151 220 6827.
- Penpal wanted! Preferably male aged 12 years. I like music, sport and games. Oops, forgot to mention, females welcome as well! Write to Shane at 76 Canning Road, Southport, Merseyside, PR9 7RN.
- 13-year-old boy seeks penpal of same age. I like Friends, N64s and South Park. Call Craig on 01236 842 2888
- 14-year-old boy wants penpal. Interests are N64, manga, movies and drawing. Must have GSOH! Write to Yiu-Jay Cheung, 53 Hainault Road, Leytonstone, London, E11 1EA.
- 15-year-old wants female penpal 15-16 years old. Interested in clubbing, N64 and swimming. Contact Jonathan Sexton, 31 Connolly, Green, Ballyphehane, Cork City, Ireland.
- 16-year-old David Beckham look-alike seeks penpal aged 13-16 years. I like N64s, music, Man Utd and *Zelda*. Please phone Chris on 01325 301475 after 4pm.
- Penpals aged 11 years wanted! Must like N64, especially *Rogue Squadron*. Write to Adam Taylor, 11 Humberhill Drive, County Durham.
- Penpal wanted! 13-14 year old female preferred who must like N64s. Please send a photo if possible. Write to John Polunin, 9 Aylmer Road, London, N2.
- Male or female penpal wanted 11-13 years old. I like The Simpson's and my N64. Perhaps we can exchange cheats. I'm 12 years old. Please write to Ryan Phillips, Fairlands, Chapel Fields, Biggleswade, Beds, SG18 OND.
- Male penpal seeks 14-16 year old female penpal. Write to William Turvill, Homedowns Farm, Ashchurch, Tewkesbury, Glos.
- 12-year-old boy seeks penpal between 10-12 years old. If you write to me you will get loads of Action Replay cheats. My address is: Simon Clague, Woodside, Mateland Drive, Laxey, Isle of Man.
- Penpal wanted between 9-12 years old. I'm interested in N64, Happy Hardcore, Judgement Day, South Park, The Simpsons and football. Write to me, Robert Pinder, at 2 Selkirk Grove, Northurn, Lea, Cramlington, NE23 9LT.
- 10-year-old looking for male or female penpal. Must be mad on N64s. Write to Harry, 82 Buckland Road, Maidstone, Kent, ME16 OSD.
- Penpals wanted! Boys aged 12-14 years old, must be mad on Rugrats, South Park and *Command and Conquer*. Write to Matthew Ball, 24 Lasswade Road, Chertsey, Surrey.
- 16-year-old girl wants penpals of any age or sex, with any interests and from anywhere. GSOH essential. Reply guaranteed. Write to Dipika Patel, 16 Barnwood Terrace, Bolton, Lancashire, BL1 3TG.
- Penpal wanted must have a sense of humour and like N64s and *GoldenEye*. Write to Robert Pitts, 27

Kenilworth Drive, Borehamwood, Herts, WD6 1QL.

- 14-year-old boy wanted. Must like N64 and music. If you do, write to Damien McCarthy, 28 Hazel Mead, Brynmenyn, Bridgend, CF32 9AQ.
- Penpals of any age wanted for 18-year-old female fan of N64 and WWF. Write to Amy Robinson, 14 Brettonby Avenue, Stocksfield, Northumberland, NE43 7LH.
- Penpal wanted, male or female. I love my N64, my favourite game is *Zelda* and I have almost completed it. Have you? Please call Ross Wolvey on 01732 366554.

GAMES FOR SALE

- *Mission: Impossible* for £30, *ISS64* for £25, both boxed and with instruction books. Call Mark at any time on 01279 305194.
- *Madden 64* £20, *Wayne Gretzky's 3D Hockey '98* £20, *International Superstar Soccer 64* £15. Phone Manjit on 0181 570 6393.
- I've got the following games for sale: *Blast Corps* £15, *Mario 64* £25, *TGR* £20, *Silicon Valley* £30 or will swap for any good game. Call Sean on 0161 224 8221.
- *F1 World Grand Prix* £25. Wanted GB games: *Monster Max, Mario's Picross, Kirby's Pinball, Molemania,* boxed with instructions only. Phone Paul on 01474 743771.
- For sale: N64 with controller and rumble pak plus *WWF Warzone* – all boxed and in mint condition £80. Call Lee on 01452 831179.
- N64, *GoldenEye, Mission: Impossible, Turok 2, ISS64*, two controllers, expansion pak, 1Mb memory pak and rumble pak. All for £200. Call Mark on 0191 586 2756.
- Game for sale: *Lylat Wars* for £30. Call Graham on 01383 514634.
- Loads of games for sale: *GT64, ISS64, Turok*, all £25 each. *Fighters Destiny, Pilotwings,* £20 each. *FIFA 64* £15. All good condition. Please call Rob on 01707 396920.
- N64 for sale with four games including *ISS64*. £150 or will swap for seven PlayStation games including *FIFA '99* and *Crash 3*. Phone Craig on 01270 665901.
- *Doom, Hexen, Duke Nukem, MRC* £15 each, *Mission: Impossible* £20. All boxed and excellent condition. Please call Simon after 5pm on 01522 544917.
- Sega Mega Drive, mint condition, ten games and three controllers – £75 ono. Will swap for N64 games. Call Graeme on 0131 334 8129.
- *Extreme G* in good condition, boxed with instructions. Will sell for £20. Call Tom on 0181 657 0519.
- SNES with *Super Mario, Sensible Soccer, Busby, Killer Instinct*, plus six games, joystick and joypad. All for £50. Call Shaz on 0171 700 0530.
- N64 games *Cruis'n USA* £20 and *Wave Race* £25, both boxed and with instructions. Please ring George on 01705 467393.
- *F1WGP* for £30, boxed with instructions. Phone Chris on 0181 340 6105 Mon–Thurs after 5pm.
- For sale; *Mission: Impossible, Clayfighter, F1 World Grand Prix, Top Gear Overdrive, Chopper Attack,* all £30. Call John on 01305 889128.
- N64 for sale with two controllers, memory paks, two rumble paks and six games – including *Turok 2 and V-Rally*. Call Matt on 01258 860105.
- *GoldenEye, V-Rally, Lylat Wars, Body Harvest, Zelda, San Francisco Rush, F1WGP, Turok 2, and WWF Warzone* £35 each. Fully boxed. Please call Ben on 01274 598006.
- *Banjo* and *ISS64* £20 each or £35 for both. Please give Ian a call after 4pm on 01978 843554.
- *Lylat Wars* with rumble pak £25. *Mario 64, F1 World Grand Prix, Body Harvest* £20 each. Interested? Then telephone 01243 527337.
- Five copies of *Smash Bros* (Jap) £50 each. Brand new from Japan and never used. Two expansion paks £25. Please call 0181 694 8852.
- *WCW/NWO World Tour, NBA Pro '98, MRC, FIFA 64,* all boxed with manuals. Any reasonable offer considered. Please give Olly a call on 01949 842838.
- *Turok 2* and *Banjo* for sale, £35 each. Both with boxed instructions and in mint condition. Call Zach on 01702 589299.
- Will sell *WWF Warzone* or *Banjo-Kazooie* for £30 each ono. Call Nick on 01706 640661.
- For sale, all boxed with instructions, *Turok 2* £30, *Rogue Squadron* £35, *F-Zero X* £25, *WCW/NWO World Tour* £25. Ring Dan on 01524 635 64
- SNES and Mega Drive for sale, both with controllers and a total of ten games. Call Peter on 01772 462511. Or email him at peter@ellipsis.freeserve.co.uk
- N64 for sale. Comes with two controllers and four games, a rumble pak and memory pak. Full price £188. Call Mark on 0181 925 9109.
- *Diddy Kong Racing* for £30 or will swap for *Wave Race 64* or *Mario Kart 64*. Why not phone Steven on 01492 546327?
- *South Park* and guide, *DKR, F1WGP, 1080°, Warzone, Turok 2* and *Banjo* all for sale. From £25 to £30 each ono. Swaps considered. Please call Dan on 0161 437 3026.
- Blue pocket Game Boy for sale. Also, ten Game Boy games including *Turok 2, Pocket Bomberman, James Bond, V-Rally.* All in mint condition (boxed with instructions). Phone Peter on 01762 326904
- N64 passport convertor plays import games. Plus *1080°, Mace* and *Robotron* (US imports) boxed. All for £25. Phone Steve on 01287 643728.
- *Quake 64* for only £25 ono! Also for sale, **N64** Magazine issues 1-10 excluding issues 2 & 7. Contact Lee on 01865 881573.
- Jap Nintendo for sale, can also play American version of *GoldenEye* (USA) and *Puyo Puyo 64* (Jap) and two controllers. Please call Lee on 0171 582 9931.
- *Forsaken* and *Wave Race* £25 each, or will swap for Action Replay. Call Fausto on 01662 242481. Buyer must collect games.
- *Turok* for sale in excellent condition, boxed with instructions, only £25 ono. Please call Conrad on 01762 336194.
- *Final Fantasy II* (US) with American SNES, two controllers and four more games, boxed, vgc for £75. US N64 with seven top import games including *Smash Bros, F-Zero X, Goldeneye, Banjo* – everything boxed and mint condition. All for £250. Call Andy on 01926 744769 or 778006 after 8pm.
- Large selection of NES, SNES also Virtual Boy hardware and software for sale. Call Nick on 01892 864523.
- Will sell *WCW vs NWO: World Tour* £22, *Chopper Attack* £17. Excellent condition and boxed with instructions. Contact Mark on 01277 213522.
- *Turok 2* for sale with memory pak (with over 120 pages) boxed with instructions for £35. Call Toby on 01994 419432.
- Will sell *ISS64* half price for £15 – normal price £30. Call Daniel on 01527 521981 if you're interested.
- *Wave Race, Snowboard Kids, Pilotwings* and *Mace* (all PAL) for sale £25-£30 each. *Mission: Impossible and Cruis'n USA* £10 and £30 – both NTSC and boxed. Call James on 01932 354507
- N64 for sale, or swap for PlayStation. Please call Grant on 01460 242231.
- *Zelda,* in perfect condition, boxed with manual and game walkthrough included – £35. Call Ross on 01444 892865.
- Games galore! *V-Rally, Goemon, ISS '98, Mario, 1080°, Mario Kart* plus loads more. Prices between £15-£25. Phone Sam on 0181 482 0682

Cut out and send

N64 MAGAZINE READER ADVERTISEMENT FORM

Name ______________________

Address ______________________

____

____

______________________ **Postcode** ______________________

Telephone ______________________

I wish my ad to go in the following section (please tick)

☐ Games for Sale
☐ Games Wanted
☐ Games to Swap
☐ Fanzines
☐ Penpals
☐ Help Wanted

THE RULES

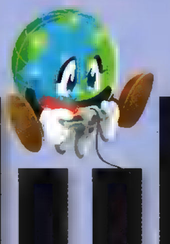
Sadly, yes, there are some. Private ads only. Adverts for pirate software will not be accepted, either. **N64** Magazine also accepts no responsibility for items lost, damaged or any loss whatsoever suffered as a result of the use of this page.

I have read and understood the conditions for the inclusion of this free reader ad.

Signed ______________________

Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW



Club 64 DIRECTORY

Strike a light! Your most up-to-date N64 games directory just gets better every issue...

How it all works

PERSONAL RELATIONS 64

64% ★1 **Publisher ● Price ● No. of players ● rumble pak ● Type of s[illegible] ● expansion pak ● Issue reviewed ● Reviewer (see opposite)**

It's not hard, is it? No. But such exasperating incompetence comes with years of practice, and – hey! – why change now? You might as well make our lives even harder than usual. We're getting used to it, anyway.

TOP TIP *Do remember to make sure that every possibility and eventuality is woefully uncatered for. After all, we're only here to help you, and it wouldn't do for you to make things easy for us. Would it?*

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	[illegible]
JD	[illegible]
[illegible]	[illegible]
TW	Tim Weaver
WO	Wil [illegible]
ZN	[illegible]
JS	[illegible] Smith
JN	[illegible] Nash
JB	Jes Bickham
TT	[illegible]
ME	Max [illegible]
JP	James Price
SJ	Steve Jarratt
MK	Martin [illegible]
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

The five top games in Directory. Send us your own charts if you disagree.

1

ZELDA 98%

2

MARIO 64 96%

3

TUROK 2 95%

4

GOLDENEYE 94%

5

F1WGP 93%

UK Game releases

1080° SNOWBOARDING

89% ★4 **Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK**

Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through.

TOP TIP *Issue 22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

AERO FIGHTERS ASSAULT

58% ★1 **Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK**

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP *To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.*

AERO GAUGE

10% ★0 **ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK**

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP *Here's one you won't forget in a hurry: don't ever – EVER, mind – buy this game.*

ALL-STAR BASEBALL

84% ★3 **Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW**

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*

ALL-STAR BASEBALL 2000

68% ★3 **Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG**

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

TOP TIP *When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly and hittable fastball*

ALL STAR TENNIS

68% ★3 **Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK**

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP *When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.*

AUTOMOBILI LAMBORGHINI

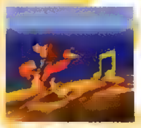
67% ★2 **Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW**

Not bad, just competent.

TOP TIP *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*

BANJO-KAZOOIE

92% ★5 **Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA**



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% ★3 **3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue [illegible] ● TW**

Strangely compulsive multiplayer tank blaster.

TOP TIP *Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.*

BEETLE ADVENTURE RACING

81% ★ **EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● ME**

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP *In championship mode, drive through the barn on Coventry Cove. Hit the box inside the haystack closest to the road and finish the track to enable the cheat mode.*

BIO FREAKS

76% ★2 **GT ● [illegible] ● 1/2 players ● rumble pak ● on cart ● Issue [illegible] ● JA**

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP *Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.*

BLAST CORPS

88% ★5 **Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS**

One of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% ★5 **Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW**

Brilliant shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles and the biggest worlds on the N64.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% ★1
Hudson/Nintendo ● [illegible] ● 1-4 players ● on cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open up a whole new hidden world.*

BOMBERMAN HERO

66% ★2
Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu. • Complete the hidden planet to enable the Gold Bomber mode.*

BUCK BUMBLE

70% ★2
Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2

80% ★
Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3

82% ★
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue [illegible] ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA

81% ★
Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 gold pieces on goodies from Renon's shop and you get to fight him to the death.*

CENTRE COURT TENNIS

67% ★1
Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue [illegible] ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST

70% ★2
Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.*

CHAMELEON TWIST 2

55% ★1
Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CLAYFIGHTER 63⅓

24% ★0
Interplay ● £20 ● 1/2 players ● on cart ● Issue [illegible] ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

CHOPPER ATTACK

81% ★3
GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CRUIS'N USA

24% ★0
Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP *After entering your initials, push down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD

38% ★0
Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

69% ★1
Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue [illegible] ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% ★4
Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA

This game is huge, a massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64

77% ★2
GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. • Tips in Issues 3 & 7.*

DUAL HEROES

50% ★1
Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% ★4
GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM ZERO HOUR

90% ★4
GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Duke gets a new third-person view, but retains the same old gameplay. Not perfect, but when it's good, it's very, *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein.*

EXTREME G

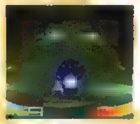
87% ★2
Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW

Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by *XG2*, *F-Zero* and *Wipeout*.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% ★
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



The sequel to *Extreme G*, *XG2* is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.*

OFFICE FAVES

The five carts that keep us busiest at lunchtime. All of them multiplayer classics, of course.

1

MARIO KART

2

GOLDENEYE

3

ISS '98

4

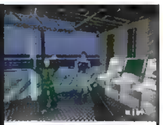
SNOWB'D KIDS 2

5

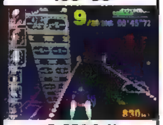
TUROK 2

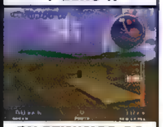
TIM'S CHOICE

Using his new All-Seeing Eye, our esteemed editor gazed into the dark recesses of his mind to come up with a list of his favourite N64 games. Declaring his top five to be the only definitive list ever produced, Tim donned his lucky Kiss-Me-Quick hat and defied anyone to beat his evil 5-3-2 ultra-defensive Italy. We each lost 1-0.


=1 GOLDENEYE

=1 ISS '98


3 F-ZERO X


4 PILOTWINGS 64

5 TUROK 2

F1 POLE POSITION

71% ★1

Ubi Soft ■ £25 ● 1 player ■ controller pak ■ Issue 7 ■ JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93% ★5

Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the N64's power. This *is* Formula One.

TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit.*

FIFA 64

39% ★1

EA ● £25 ■ 1-4 players ■ controller pak ■ Issue 2 ■ TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something.*

FIFA '98

83% ★2

EA ■ £30 ■ 1-4 players ■ controller pak ● Issue 10 ■ TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83% ★4

EA ■ £40 ■ 1-4 players ■ controller pak ● rumble pak Issue 26 ● TW

The best FIFA game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

TOP TIP *As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

86% ★4

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 13 ■ JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our *Tekken*. For now.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73% ★2

Interplay ■ £[illegible] ■ 1/2 players controller pak ■ rumble pak Issue 27 ● TW

The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.

TOP TIP *To be able to play as the oddly-named Bokuchin, simply beat him in a normal fight.*

FORSAKEN

87% ★

Acclaim ● £50 ● 1-4 players ■ rumble pak ■ controller pak ■ Issue 16 ● [illegible]

A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer but worth investigation.

TOP TIP *At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. ■ Guide in issue 17.*

F-ZERO X

91% ★5

Nintendo ■ £40 ● 1-4 players ■ rumble pak ● on cart ● Issue 22 ● JP

The fastest racer on earth, and one of the most exhilarating four-player games you can buy. Fast, strong and very long.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% ★1

Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ■ TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64: Enter the Gecko

59% ★1

GT ■ £50 ■ 1 player ■ rumble pak ● controller pak ● Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *Think about this:* Mario 64*.* Banjo*.* Mystical Ninja*. Aaaand goodnight.*

GLOVER

83% ★

Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOEMON 2

69% ★3

Konami ■ £40 ● 1/2 player ■ rumble pak ■ on cart ■ Issue 29 ■ JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

TOP TIP *Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94% ★5

Nintendo/Rare ● £50 ■ 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW

Brilliant levels, and scenery and a perfectly judged difficulty curve. It doesn't get much better than this.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out* **N64***/12 and 14 in particular.*

GT 64

67% ★1

Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP *Win the championship on Easy mode to get the mirror tracks. ■ Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% ★1

Midway ■ £30 ■ 1-4 players ■ controller pak ■ Issue [illegible] ■ JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71% ★3

Konami ● £50 ● 1 player ● controller pak ■ Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56% ★1

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ● Issue 19 ■ MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

ISS 64

92% ★4

Konami ■ £30 ■ 1-4 players ● controller pak ■ Issue 3 ■ TW

An almost flawless game. Could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

TOP TIP *For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% ★5

Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 20 ■ MK

Enhanced and updated from the original and, now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Press Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and press Start.*

KILLER INSTINCT

62% ★2
Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue [illegible] ● MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.*

KNIFE EDGE

42% ★2
Nintendo ● £30 ● 1/4 players ● ● Cart ● rumble pak ● Issue 24 ● JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP *Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.*

KOBE BRYANT in NBA Courtside

90% ★4
Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK

Fluid gameplay, sharp graphics and a simple control system make *NBA Courtside* the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the three secret teams.*
• See Tips Extra N64/18.

LEGEND OF ZELDA

98% ★5
Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue [illegible] ● JB

Simply the greatest game ever created. Everything is utterly amazing. If you get just one game, you *must* get this one.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.*

LODE RUNNER 3D

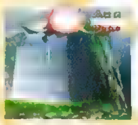
70% ★3
Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue [illegible] ● JB

This is the latest in a long line of retro puzzlers with gameplay unchanged since the days of the Commodore 64. There's plenty of it too.

TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91% ★5
Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Perhaps not as perfect as it could've been (it really needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes.*
• Guides in N64/8 and 9 and DGG + no. 2.

MACE: The Dark Age

81% ★3
[illegible] ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

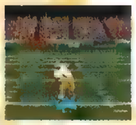
92% ★3
EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

The first 64-bit outing for the Madden series is a great success. Impressive stuff, but it looks a bit dated compared to *NFL 99*.

TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% ★5
EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

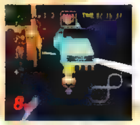


The familiar *Madden* gameplay survives the move to hi-res and gains a play editor, a practice mode and loads of new options.

TOP TIP *Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.*

MARIO KART 64

91% ★5
Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD



An outstanding multiplayer and you'll still find yourself racing the one-player tracks long after you've beaten them.

TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*

MARIO PARTY

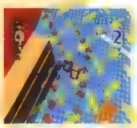
85% ★4
Hudson ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN

It's a board game, yes, but book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Try not to land on Bowser's square, as bad things will happen to you. Trust us on this.*

MICRO MACHINES 64 TURBO

86% ★4
Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the tempting shortcuts in MM64. Try to [illegible] off the track and you blow up.*

MILO'S ASTRO LANES

38% ★1
Interplay ● [illegible] ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

MISCHIEF MAKERS

90% ★4
Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB

It's retro but it's totally rewarding and expertly constructed. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% ★3
Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP *Remember to continuously access your objectives [illegible] they can change without prior warning. Official book with [illegible]*

MK MYTHOLOGIES

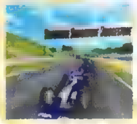
9% ★1
GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MONACO GRAND PRIX

87% ★4
Ubi Soft ● [illegible] ● 1/2 players ● rumble Pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 World Grand Prix*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes [illegible] the corners. This isn't Mario Kart, you know.*

MORTAL KOMBAT 4

84% ★4
GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% ★1
[illegible] ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.*

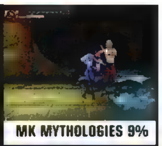
MULTI RACING CHAMPIONSHIP

71% ★2
Ocean/Imagineer ● [illegible] ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP OF THE FLOPS

If you see any of this lot coming towards you, run for your life. It's the games you can't even give away.

1

MK MYTHOLOGIES 9%

2

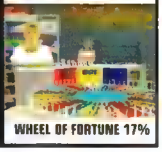
JEOPARDY 9%

3

AERO GAUGE 10%

4

PACHINKO WORLD 12%

5

WHEEL OF FORTUNE 17%

KING KUNG FU

Short of fighting games on the N64? Namco and Capcom might not have ported one of their button-stabbing classics to our little black beauty just yet, but when we've got Smash Bros to look forward to, who really cares?

1

SMASH BROS

2

RAKUGA KIDS

3

MORTAL KOMBAT 4

4

FIGHTERS DESTINY

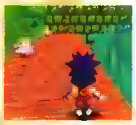
5

MACE THE DARK AGE

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA

90% Konami ■ £50 ● 1 players ■ controller pak ■ Issue 14 ● TW



There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that trys really hard to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% Konami ■ £45 ■ 1-4 players ■ rumble pak ● controller pak ■ Issue 12 ■ JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% EA ■ £40 ● 1/2 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, switch the game off and go to bed. That's livin'.*

NBA HANGTIME

52% GT ■ £25 ● 1-4 players ■ on cart ■ Issue 6 ● JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. ▪ To duplicate star players, use 0000 as your pin.*

NBA PRO '99

52% Konami ■ £40 ■ 1-4 players ● controller pak ■ Issue 27 ■ JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy* Kobe Bryant in NBA Courtside *instead, eh?*

NBA JAM '99

83% Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue [illegible] ● MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.

TOP TIP *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

NBA LIVE '99

64% EA ■ £40 ● 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

TOP TIP *Press N during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

NBA PRO '98

71% Konami ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP *Tap Up on the controller a few times to improve your chances of landing your free throws.*

NHL PRO '99

52% Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the *Wayne Gretzky* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NFL BLITZ

87% GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ● MK

Arcade-style American football – and all the better for it. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% Acclaim ■ £40 ● 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, this.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in issue 12. ▪ Full list of cheats in issue 19.*

NFL QUARTERBACK CLUB '99

90% Acclaim ● £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 23 ■ MK

Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays great.

TOP TIP *To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.*

NHL '99

74% EA ● £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JP

Good but not great. Buy *Wayne Gretzky* instead.

TOP TIP *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 14 ● DM

Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.

TOP TIP *Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

NHL BREAKAWAY '99

64% Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.

TOP TIP *Catch those magic replay moments by zooming in on an individual with the D-pad.*

OLYMPIC HOCKEY

60% GT ■ £25 ■ 1-4 players ■ controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP *Check out N64/5 for loads of tips for the original* Wayne Gretzky's 3D Hockey *which also apply to this unsubtle con trick.*

PENNY RACERS

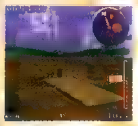
58% T•HQ ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak Issue 25 ■ MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clear of this tripe. Now go to* Micro Machines. *Nice.*

PILOTWINGS 64

89% Nintendo ■ £20 ■ 1 player ■ on cart ■ Issue 1 ● TW



A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

QUAKE 64

79% GT ■ [illegible] ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 15 ■ JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

RAKUGA KIDS

80% Konami ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 22 ■ MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% ★1

GT ■ [illegible] ■
1-3 players ● controller pak ■
Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

ROBOTRON 64

75% ★2

GT ■ [illegible] ● 1/2 players ■
controller pak ■
Issue 12 ■ JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% ★4

Lucas Arts ● £50 ● 1 player ●
cart ● rumble pak ■
expansion pak ● Issue 25 ■ TW

Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and impressive (but foggy) graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount! Er, handy.*

RUSH 2 Extreme Racing USA

73% ★4

GT ■ £40 ■ 1/2 players ■
rumble pak ● controller pak ■
Issue 24 ■ TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% ★3

GT ■ [illegible] ● 1/2 players ■
rumble pak ■ controller pak ■
Issue 11 ■ TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

SCARS

79% ★3

Ubi Soft ■ £40 ●
1-4 players ● rumble pak ●
controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have ■ multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

SHADOWS OF THE EMPIRE

78% ★1

Nintendo/LucasArts ● £40 ■
1 player ● on cart ■
Issue 1 ■ JA

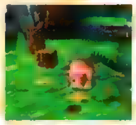
Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

TOP TIP
- *Challenge points guide in issues 2 and 3.*
- *Ultimate cheat in issue 17.*
- *Double Game Guide + with issue 18.*

SILICON VALLEY

91% ★5

Take 2 ● £50 ●
1 player ■ on cart ■
Issue 22 ■ MK



The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

73% ★1

Acclaim ■ £40 ■ 1-4 players
rumble pak ■ Cotroller pak ●
expansion pak ■ Issue 25 ■ JA

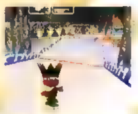
Monotonous and basic first person shooter.

TOP TIP *Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% ★5

Nintendo/Atlus ● £30 ■
1-4 players ■ rumble pak ●
controller pak ■ Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still enormously good fun – just look at the multiplayer.

TOP TIP *On ■ long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT Space Circus Fever

68% ★1

Infogrames ■ £40 ■ 1 player ■
rumble pak ■ on cart ●
Issue 22 ■ JP

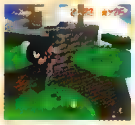
A 3D platformer that's been pre-dated by *Banjo*.

TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

SUPER MARIO 64

96% ★5

Nintendo ■ £50 ●
1 player ■ on cart ■
Issue 1 ■ ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*, this is truly superb.

TOP TIP
- *'20 most asked questions', N64/1, N64/2.*
- *Guides in N64/2, N64/3, N64/4, N64/5.*
- *Double Game Guide + no. 4 (issue 15).*

TETRISPHERE

69% ★3

Nintendo ■ £20 ■
1/2 players ■ controller pak ■
Issue 13 ■ SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.*

TOP GEAR RALLY

86% ★4

Nintendo/Boss ■ £40 ■
1/2 players ■ controller pak ■
Issue 8 ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure it lasts.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ■ Double Game Guided on issue 18.*

TOP GEAR OVERDRIVE

79% ★3

Nintendo ● £45 ■ 1/4 players ●
rumble pak ● expansion pak ■
on cart ■ Issue [illegible] ■ TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK Dinosaur Hunter

91% ★4

Acclaim ■ £30 ●
1 player ■ controller pak ●
Issue 1 ■ TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A fantastic game.

TOP TIP *• Type LKMBRD and use L and R to fly around the level. ■ Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 Seeds of Evil

95% ★5

Acclaim ● £40 ■ 1-4 players ■
rumble pak ■ controller pak ■
expansion pak ■ Issue 21 ■ TW

A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60% ★2

Nintendo ■ £40 ■ 1/2 players
rumble pak ■ controller pak ●
Issue [illegible] ■ TW

An amateur snowboarding outing. Just competent.

TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get ■ jump start. Nicely!*

VIRTUAL POOL 64

77% ★4

Interplay ■ £40 ■
1/2 players ● controller pak ■
Issue 26 ● MG

Surprisingly playable pool sim.

TOP TIP *To make the computer miss, press ■ to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 8

74% ★2

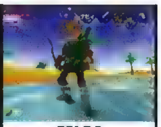
Activision ● £40 ■ 1/4 players
controller pak ● expansion pak
Issue 28 ■ JB

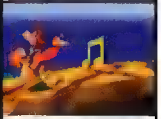
Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

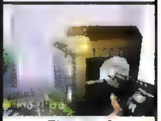
TOP TIP *Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a full hi-res mode.*

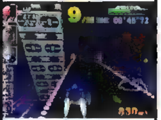
READER AWARDS

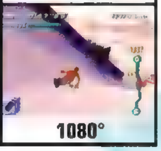
The top games of 1998, as voted by you. Check out issue 27 for the full top 20, complete with all the individual category awards. It was just like the Oscars, except Shigsy didn't jump on his chair and start blubbing his eyes out.

1

ZELDA

2

BANJO-KAZOOIE

3

TUROK 2

4

F-ZERO X

5

1080°

READER'S CHART

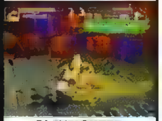
Here's an unusual one. Dave Corbett from Norwich sent us this list of the five worst games he's ever played. "I haven't played MK Mythologies *or* Pachinko World *yet, but all these stank enough to make up for it. Guess which one I was unfortunate enough to have paid for." Take it away, Dave.*

1

SOUTH PARK

2

WAIALAE GOLF

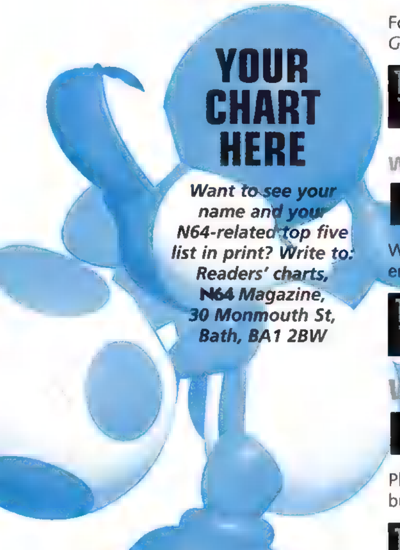
3

CLAYFIGHTER

4

CRUIS'N WORLD

5

GASP!!

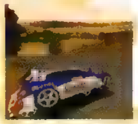


YOUR CHART HERE

Want to see your name and your N64-related top five list in print? Write to:
Readers' charts,
N64 *Magazine,*
30 Monmouth St,
Bath, BA1 2BW

V-RALLY 99

90% ★5
Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast, furious and freaking hard, *V-Rally*'s terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% ★1
Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 21 ■ TW

It's golf, but golf that looks like it's been through a meat processor.

TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

WAR GODS

46% ★0
GT ■ £25 ● 1/2 players ■ No backup ■ Issue 7 ■ JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

WAVE RACE 64

90% ★5
Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this just as enjoyable as *MK 64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% ★3
GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 6 ■ TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

TOP TIP *Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.*

WAYNE GRETZKY'S 3D HOCKEY '98

70% ★3
GT ■ £25 ● 1-4 players ■ controller pak ■ Issue 16 ■ MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.*

WCW/NWO REVENGE

75% ★3
T•HQ ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP *During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.*

WCW VS NWO WORLD TOUR

70% ★2
T•HQ ● £50 ● 1-4 players ● rumble pak ■ controller pak ■ Issue 12 ■ TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

TOP TIP *Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.*

WETRIX

74% ★3
Ocean ■ £30 ■ 1/2 players ■ controller pak ■ Issue 15 ■ JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

TOP TIP *Complete all 16 practice rounds to get a choice of groovy floor patterns. ▪ Guide in issue 18.*

WIPEOUT 64

88% ★5
Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and a real challenge.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WWF WARZONE

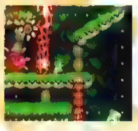
85% ★4
Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode.

TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

YOSHI'S STORY

86% ★5
Nintendo ● £40 ● 1 player ■ rumble pak ■ on cart ● Issue 15 ● TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful to look at.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.*

Import releases
(not yet released in UK)

64 O-SUMO

90% ★4
Bottom Up ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 11 ■ ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% ★2
Human ■ 1/2 players ● rumble pak ■ controller pak ● Issue 16 ■ TW

Unusual and quirky but there're no proper objectives and no real challenge. Looks great, plays boringly.

AUGUSTA MASTERS '98

47% ★1
T&E Soft ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% ★0
Hudson ■ 1 player ■ rumble pak ■ controller pak ● on cart ■ Issue 20 ■ JP

Cheap and nasty mixture of simplistic shooting games.

CHORO Q 64

56% ★1
Takara ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ● MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU

65% ★2
Hudson ■ 1/2 players ■ Issue 12 ■ JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% ★4
Athena ● 1-4 players ● rumble pak ■ on cart ■ Issue 19 ■ MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% ★1
Epoch ■ 1 players ■ controller pak ■ on cart ■ Issue 3 ■ TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% ★2
Epoch ■ 1 player ● on cart ■ Issue 26 ■ JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

FAMISTA 64

68% ★1
Namco ■ 1-4 players ■ controller pak ■ Issue 11 ■ TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FOX COLLEGE HOOPS

25% ★0
Fox Interactive ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 26 ● TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT

??% ★2
Hudson ■ 1 player ● on cart ■ rumble pak ● Issue 26 ■ TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS

58% ★0
Seta ■ 1-4 players ■ on cart ■ Issue 1 ■ TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% ★2
EA ■ 1-4 players ■ controller pak ● rumble pak ■ Issue 26 ● TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2

82% ★5
Pack In Soft ■ 1 player ■ controller pak ■ Issue 28 ■ MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% ★1
Video System ■ 1 player ■ controller pak ■ Issue 7 ■ JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% ★1 Imagineer ■ 1-4 players ■ controller pak ■ Issue 8 ■ TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% ★0 Hudson ■ 1/2 players controller pak ■ Issue 10 ■ TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89% ★3 Konami ● 1-4 players ■ controller pak ■ Issue 1 ■ TW

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% ★0 Take 2 ■ 1-3 players ■ controller pak ■ Issue 16 ● MK

Less a game, more a vile disease.

JIKKYOU WORLD CUP '98

91% ★4 Konami ■ 1-4 players ■ controller pak ● Issue 18 ■ TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% ★1 Imagineer ● 1-4 players ● on cart ■ Issue 1 ■ TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% ★2 Imagineer ■ 1-4 players ■ controller pak ● Issue [illegible] ■ TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56% ★3 Natsume ■ 1 player ■ on cart ■ rumble pak ■ Issue 26 ■ JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH

67% ★3 Hudson ● 1-4 players ■ rumble pak ■ controller pak ● Issue 23 ■ TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

LODE RUNNER 3D

70% ★3 Infogrames ■ 1 player ● rumble pak ■ Issue 28 ■ MG

Classic retro platform puzzler in 3D. Fans of the original will enjoy it, but it's nothing special in this day and age.

MAGICAL TETRIS

59% ★2 Capcom ■ 1/2 players ■ on cart ■ rumble pak ■ Issue 26 ■ JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65% ★1 Koei ■ 1-4 players ● controller pak ■ Issue [illegible] ■ JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% ★2 Konami ■ 1-4 players on cart ■ controller pak ■ Issue 1 ● WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% ★4 Nintendo ■ 1-4 players ■ rumble pak ■ Issue 18 ■ MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

NIGHTMARE CREATURES

57% ★1 Activision ■ 1 player ■ rumble pak ● controller pak ■ Issue 25 ■ MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE

21% ★0 Midway ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 19 ■ JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12% ★1 Hewia ■ 1 player ● Issue 13 ■ TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75% ★3 Nintendo ■ 1 player ■ rumble pak Issue 25 ■ ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP

80% ★4 Nintendo ■ 1 player ■ rumble pak ■ on cart ● Issue 29 ● MG

Innovative and unusual Pocket Monster tie-in involving a photo safari in the land of sweet furry creatures.

POWER LEAGUE 64

42% ★0 Hudson ■ 1/2 players ■ controller pak ● Issue 7 ■ JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% ★2 Konami ● 1/2 players ■ controller pak ■ Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78% ★3 Konami ■ 1-4 players ● controller pak ■ Issue 17 ■ MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% ★3 Compile ■ 1/2 players ● on cart ■ Issue 10 ■ ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

RAMPAGE UNIVERSAL TOUR

22% ★0 Midway ■ 1-3 players ■ rumble pak ● controller pak ■ Issue 29 ■ MK

Utterly rancid arcade yawnfest. One of the most tedious games you could possibly waste your money on.

SIM CITY 2000

83% ★3 Imagineer ■ 1 player ● controller pak ■ Issue 13 ■ JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% ★5 Nintendo ■ 1-4 Players ■ on cart ■ rumble pak ■ Issue [illegible] ● JB

Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2

80% ★4 Atlus ● 1-4 Players ■ controller pak ● rumble pak ■ Issue [illegible] ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER

71% ★3 Imagineer ■ 1/2 Players ● controller pak ■ on cart ● rumble pak ● Issue 26 ■ JA

Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER

62% ★1 Hudson ■ 1 player ■ rumble pak ■ on cart ■ Issue 19 ■ MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS

58% ★2 Banpresto ■ 1/2 players ● rumble pak ● on cart ■ Issue 20 ■ MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA

78% ★4 Konami ■ 1-4 players ■ controller pak ■ Issue 15 ● TW

Another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64

79% ★4 Bandai ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue [illegible] ■ JA

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% ★1 Seta ■ 1-4 players ■ on cart ■ Bio pak ■ Issue 26 ■ JA

Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOUKON ROAD

49% ★1 Hudson ● 1-4 players ■ ■ Issue 12 ■ DM

A tedious old wrestling sim.

TRIPLE PLAY 2000

50% ★2 EA ■ 1-4 players ■ rumble pak ● controller pak ■ Issue 29 ■ MG

Inferior baseball game from the kings of inferior sports efforts. Will no doubt sell millions in the US of A.

TRUMP WORLD

21% ★1 Bottom Up ■ 1-4 players ■ on cart ■ Issue 21 ■ MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% ★3 Titus ■ 1/2 players ● rumble pak ■ on cart ■ Issue 18 ■ TW

Just what your N64 has been waiting for – a chess sim...

WCW NITRO

42% ★1 THQ ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE

17% ★0 Gametek ■ 1-3 players ■ rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

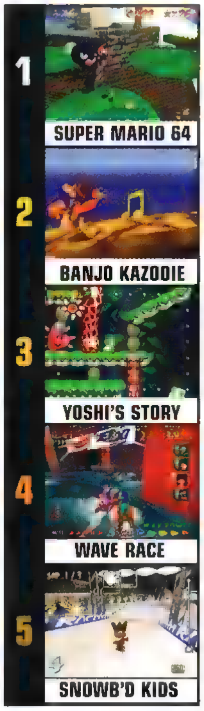
WONDER PROJECT J2

55% ★2 Enix ■ 1 player ■ controller pak ● Issue 1 ■ WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

SUN BATHERS

You know what it's like. It's a beautiful day outside, the free people of the world are holding hands and singing a song of peace to welcome the coming of the sun, but you're too engrossed in your N64 to bother going out and joining them. Despite the fact that they're all basically useless dole-sponging hippies, you feel a strange sense of guilt for indulging in the delights of the cathode ray tube when you should be catching some rays. Don't worry – draw the curtains and check out this selection of five sunny, shiny, hippy-free games.



SAVE UP TO 33%

WITH A 12 ISSUE SUBSCRIPTION TO

N64 MAGAZINE
STAR WARS Episode 1: Racer
JET FORCE GEMINI
DUKE NUKEM Zero Hour TIPPED!
PLUS!
29

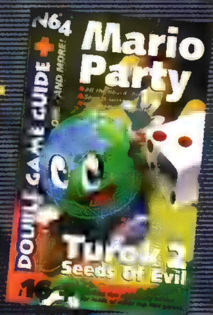
N64 MAGAZINE

THAT MEANS 4 FREE ISSUES (PLUS FREE DELIVERY!)

(Free delivery in UK only)

- **SAVE CASH!**
  Save up to a third with a 12 issue subscription by Direct Debit!

- **FREE GAME RACK**
  For all UK subscribers.
  (Games not included)


N64
DOUBLE GAME GUIDE
Mario Party
Turok 2 Seeds of Evil

- **DOUBLE GAME GUIDE +**
  FREE tips book, packed with useful hints and cheats on two top games and more.

GAME OVER
NINTENDO'S BATTLE TO DOMINATE VIDEOGAMES
DAVID SHEFF

- **FREE BOOK**
  GAME OVER is the greatest book ever written on games – and it's all about Nintendo. A rattling good yarn, full of controversy, war, sweat and Mario.

Call the subs hotline on
01458 271124*
Overseas readers call +44 158 271124

Fax the order form on
01225 822523*

E-mail: subs@futurenet.co.uk
or visit our website at futurenet.com

*Please quote Order No. NSFP30 when telephoning or e-mailing your order.

Standard Subscription (12 issues) rates: UK Direct Debit £24
UK Cheque/Credit Card £29 Europe (inc. Eire) £37 Rest of the World £47

Back issues

Issues 1-23 SOLD OUT!

Keep your N64 Magazine collection complete by ordering your back issues here.

ISSUE 24

The Mario Edition

Four new Mario games for 1999 – find out all about them here. Plus exhaustive *Turok 2* tips and the second part of our huge *Zelda* review. ● The DGG + tipped future racer *F-Zero X* and the unusual but highly original *Glover*, and our second gift, the Nintendo 64 Compendium reviewed and rated every single UK release ever.

ISSUE 25

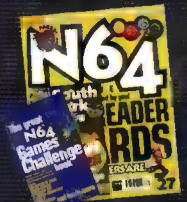
The Shadowman Edition

Shadowman, the N64's goriest game yet – we visited the game's creators for a huge Special Investigation. We also reviewed *Rogue Squadron*, the most exciting Star Wars game yet and Acclaim's swear-'em-up *South Park*. ● The DGG + provided complete walkthroughs for DMA's *Body Harvest* and *Silicon Valley*.

ISSUE 26

The Hybrid Heaven Edition

We finally got to discover a bit more about Konami's super-secret *Hybrid Heaven* and it looked fantastic! Plus reviews of *FIFA '99*, Nintendo's *Smash Bros* and *Castlevania*. There's also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide – concentrated on the masterpiece that is *Zelda*.



ISSUE 27

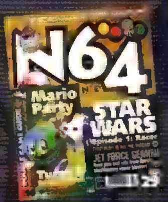
The Reader Awards Edition

You voted and we took note. The results of the 1999 **N64** Magazine are all here. There's also reviews of *Mario Party*, *Castlevania*, *WCW Nitro* and *Monaco GP*. ● Because we're very kind there are two free books with this issue. Don't miss out on guides for *South Park* and *WCW Revenge* or the Great **N64** Games Challenge book.

ISSUE 28

The Duke Nukem Edition

We were the first magazine in the *world* to review the fabulous *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode I: Racer* and *Command and Conquer*. ● And if all that wasn't enough, we gave away another games rack FREE! Remember, you can't buy these in the shops. They're only available in **N64**.



ISSUE 29

The Star Wars Edition

We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour*, *Monaco Grand Prix* and *Castlevania*. ● The Double Game Guide + provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon opposite, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

N64 MAGAZINE SUBSCRIPTION ORDER

Personal details

Title ________ **Initials** ________ **Surname** ________________

Address ________________

____

Postcode ________________ **Country** ________

Daytime telephone no ________________

Your subscription will start with the next available issue. European subscribers, quote your EC VAT reg no ________

Please start/extend my subscription at the rate ticked below

● By Direct Debit ● 12 issues for the price of 8 ☐ UK only £24

Fill out the coupon to the right

● By cheque or credit card ● 12 issues

☐ UK £29 ☐ Europe (inc Eire) £37* ☐ Rest of world £47*

*Overseas prices quoted are for airmail only

UK readers return this coupon by freepost to: **N64 Magazine, Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset TA11 6BR**

Overseas readers return (postage payable) to: **N64 Magazine, Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, UK TA11 6TB**

Please choose your method of payment

1. ☐ **Direct Debit.** The full amount of your subscription will be deducted in advance and in one lump sum. Direct Debit instructions cannot be sent via e-mail, fax or photocopy.)
2. ☐ **Cheque** (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)
3. ☐ **Visa** Expires ________
4. ☐ **Mastercard** Expires ________
5. ☐ **Switch** Issue No. ________ Valid Date ________

Card no ________________

Signature ________________ Date ________

☐ Please tick this box if you would prefer not to receive information on other offers

Order Code **NSFP30**

BACK ISSUES ORDER HERE:

(Please enclose a separate payment for back issues)

Please can I have issue(s): ________________ as shown on the page above

Total amount enclosed ________________ * see below

* Overseas orders: Europe add £1 and ROW add £2 for delivery

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing Ltd.
Cary Court, Somerton,
Somerset. TA11 6BR

DIRECT Debit

Originator's Identification Number

9 3 0 7 6 3

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

________________ Bank/Building Society

Address ________________

________________ Postcode ________

2. Name(s) of account holder(s) ________________

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) ________________ Date ________

Ref No (Office use only) ________________

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

Full amount will be deducted in advance and in one lump sum.

SPECIAL INTERROGATION

LETTER FROM AMERICA

STAR WARS
EPISODE I
RACER

The Star Wars enclosure was infested with full-size Phantom Menace characters, like Darth Maul here. Scary man, yes?

An E3 Special Interrogation

The biggest games show on Earth means some of the biggest names in the business. Handily, we were perfectly placed to get the lowdown on the latest, greatest N64 games...

Tell us about...
Turok: Rage Wars

David Dienstbier • Creative Director • Turok: Rage Wars

How did you come up with the idea for *Rage Wars*? When we were developing the multiplayer mode for *Turok 2*, we were having so much fun playing monkey tag and things like that, I figured there was no reason why a real dedicated multiplayer game couldn't do well for the N64 and brought up the idea at a meeting. All the people necessary said, "We agree with you, that's a good idea and let's do it". That's when the project was born, towards the end of *Turok 2's* development.

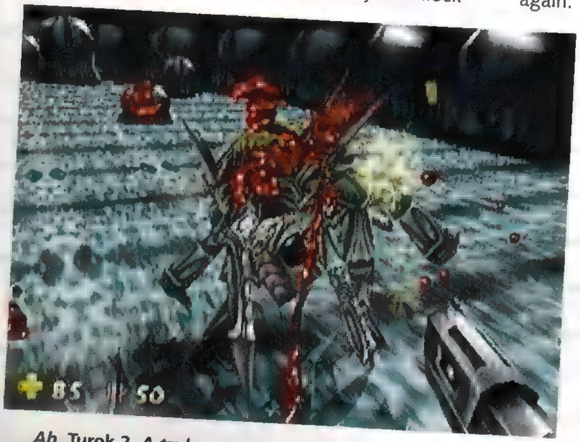
What was the first step? We asked ourselves what was wrong with *Turok 2's* multiplayer. We're really very happy with it, but there's always room for improvement. If you don't end a project with a list of things that you need to work on, then you aren't paying enough attention to your work.

So how does it differ from *Turok 2*? *Rage Wars* is a stand alone title. We didn't reuse character models, we didn't reuse weapon models, we didn't reuse any of the environments. All the geometry for the worlds is far more detailed: more interesting shapes, angles and things like that. Also, the maps are a lot more interesting than the *Turok 2* maps were. We're aiming for between 36 and 40 levels right now; there's going to be a loads of maps. Obviously though we can't just release a four-player deathmatch game. You have to have something for someone who's playing by themselves, so we added bot AI, enabling you to play against up to three bots if you're playing by yourself. Additionally, we've created a simple storyline that concentrates on arena-based, deathmatch-style gameplay.

So there's no single player mode at all? Actually, yes. In single-player mode, the story benefits the multiplayer stuff because you unlock new characters that can then be selected as multiplayer characters. If you go through the first pod of the mission tree as Joshua Fireseed, you will unlock Adon as a character and Adon will also open a different branch that you can then take to open the single-player story mode. There are 18 characters in the game to play as. And, like I said, you do have to unlock some of them before they become playable.

Will there be a create-a-player mode? We're still considering that. The fundamentals have to be done before we can get to that, but if it's not realised in this project, other, as-of-yet unannounced projects will take full advantage of it. We also might steal Rare's GB pak idea.

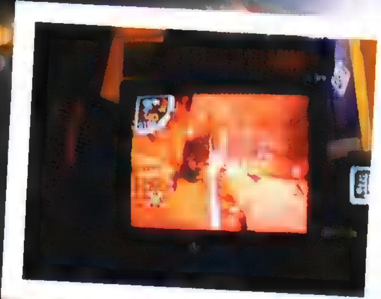
Are there any new weapons? We've got six totally new ones plus, due to popular demand, we've brought back the Mini Gun from the original *Turok*. I'll give you one new weapon as an example. One of the guys on the team is a big PC deathmatcher and he came up with the idea of rocket magnets. You can throw these magnets onto characters or walls and your rocket, when you fire it, will attract to them. Half the fun of getting a guy on the back with the magnets is running around going, "You don't want me to shoot at you". If the guy knows the magnets are on him he's going to be jumping all over the place. We also made repulsers, though, which, if you're lucky, can bounce the rockets away again.



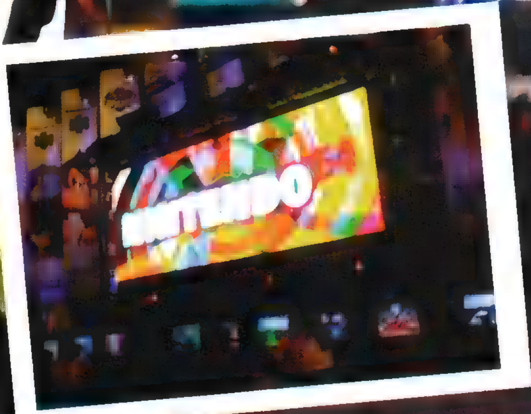
△ Ah, Turok 2. A truly great game. Let's hope Rage Wars is just as violent and twice as fun.

△ Ugly little Watto was flapping his wings at passers-by.

△ Jar-Jar Binks. Will he be annoying in the new Star Wars movie?



▽ The Nintendo video was shown on this massive screen.



GO! GO! ▷

Tell us about..
Hybrid Heaven

Yasuo Daikai • Director • Hybrid Heaven

How important is the storyline? Incredibly important. We were aiming for a storyline and a cinematic feel. We wanted to make this game like a movie, so we started with heavy suspense, right at the very beginning of the game, and then we tried to implement many thrilling aspects to keep the players – or even the viewers – interested in the plot. And, as you go through to the end, there are a lot of surprises and many mysteries. And, when you solve those mysteries, you'll create many more. It keeps you playing the game. I've considered the storyline many times because, of course, there are many gameplayers that watch movies and read stories. I was very careful on where the story went. It was difficult to do.

So who's the good guy, then, Diaz or Slader? Well, I can give you a hint by saying that Diaz is a fake and that Slader is real. But this has many meanings to it, and, I'm afraid, you'll have to play the game to find out.

How long has the project taken? From scratch, three years. The 3D engine of the game – and, in particular, the battle system – has taken up the most time. We tried hard to get it as good as we could. We thought of creating an RPG battle system, but since the game is 3D, we needed 3D fighting action elements. And in real fighting, it's not just a case of punching and kicking, it's also a case of thinking at the same time; we wanted that to come across in the fighting system. So, for the action, it's the moving parts, where you face your enemy, and for the thinking part, you have to think of the command to come up with your moves. So yes, I think we've created an intelligent new-style RPG battle system. Multiplayer-wise, when you play through the Story Mode, you can 'grow' your character through the combat system, and it varies for who is playing the game. Then you can save your unique character onto a controller pak and play against a friend.

How long will the game take to finish? If you play for the first time, it will definitely take *at least* 25 hours, and probably a lot longer. If you know all the plot, and you just zip through the game, you could do it in just, say, five hours, by skipping all the messages and cut-scenes. Not that you'd want to do that, of course.

And how have you used the expansion pak? Basically, it's only enhancing the graphics resolution, allowing you to play in hi-res. But, it looks great.

The Nintendo stand was huuuuuge.

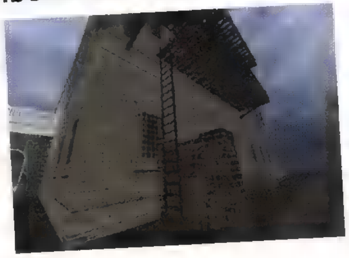
Tell us about..
Rainbow Six

Mike Lomas • Vice President, Red Storm • Rainbow Six

The *Rainbow Six* team consists of ten people: three programmers, three artists, three 'data wranglers' who program in the level information, and a musician. The biggest feature of the N64 version will be multiplayer cooperative campaigns. In the PC version you can play single cooperative missions but no campaign data is saved to create consequences for player's choices and tactics. Since multiple players are so fundamental to the console-playing experience we felt this was logical. This will support at least two players. We're trying to preserve everything else that already works in the PC version while making the most of the N64.

We are going to add environmental touches to enhance realism, like real-time lighting for characters, effects like rain and variable vertex lighting to create the flickering of fire, faulty light bulbs and that sort of thing.

Planned changes to gameplay include improved team and enemy AI, more intuitive grenade throwing – through shot-out windows, over railings – and possibly new weapons. The N64 game will feel and look like *GoldenEye* yet will have the great planning and strategy elements of the PC. It is important to take advantage of the capabilities of new platforms, so the N64 version will take full advantage of the console's built-in features.

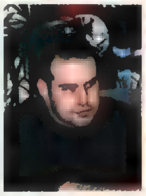


This is a shot of the PC version of the game.

This is the deadly soldier that you'll be playing as.

This Mario fountain charmed onlookers throughout the show.

Pikachu was often seen taking a gentle stroll.



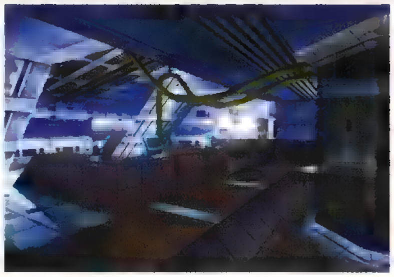
Tell us about..

Perfect Dark

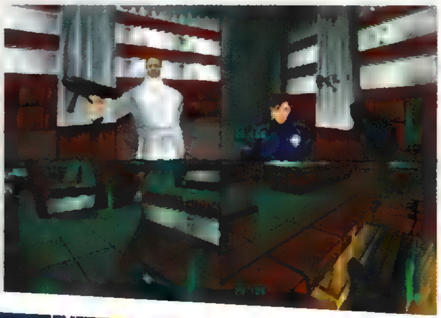
Duncan Botwood • **Designer** • **Perfect Dark**

We always knew that we were going to do a sequel of sorts after *GoldenEye*. We pretty much finished *GoldenEye* first and then took a small break before we continued on with *Perfect Dark*. Actually, it wasn't really a break from work as we were constantly knocking ideas around and thinking about how we'd improve it. I guess we could have exercised our rights to do a sequel (Tomorrow Never Dies, *that is* – Ed), but we chose not to because licences by nature are very restrictive things. Although it was good fun to do a Bond licence, we thought we could do other things. It was a chance for us to grow. Besides, *GoldenEye* was the team's first game and we didn't want to do another licence. It's a completely different story with completely different characters. It uses a very highly modified version of the *GoldenEye* engine and it should be improved at every turn. We hope it will be a lot more flexible in multiplayer mode particularly.

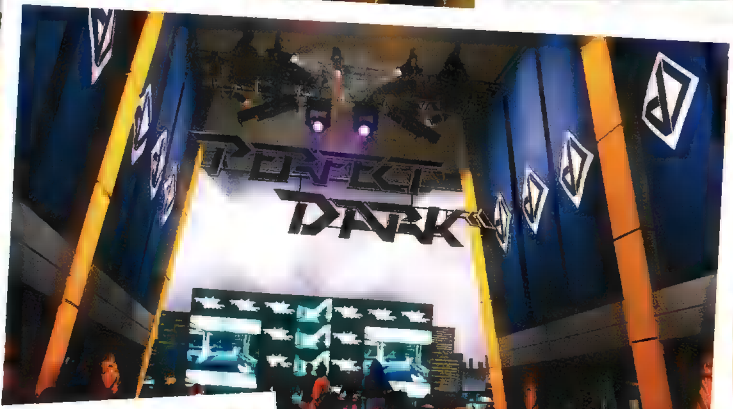
• For the rest of **N64**'s interview with Duncan Botwood, simply turn to page 46.



△ *The future is perfect. And, indeed, dark.*



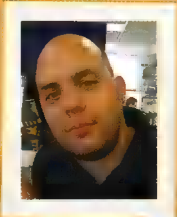
◁ *The best multiplayer game ever? It could well be.*



△ *The Perfect Dark room. Coo than anything a show.*

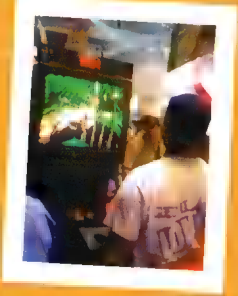
◁ *The Pokémon Beetle – stuffed full o Pocket Monste toys.*

Tell us about..



E3

Our man Jes reports back from halfway across the world...



▷ ***Donkey Kong! Donkey Kong! Bloomin' great.***

E3, then. It was hot, it was sweaty, it was *huge*. *Perfect Dark* was there, as was *Jet Force Gemini*, *Donkey Kong 64*, *Resident Evil 2*, *Winback*, *Shadowman*, *Hybrid Heaven*, *Star Wars Episode 1: Racer*, *Armorines*, *F1 World Grand Prix II*, *Command & Conquer*, *Starcraft*, *Quake 2* and *Mario Golf*. Other nifty newies included the promising *Eternal Darkness* – a medieval-style *Resident Evil* with stunning graphics – and *Rainbow Six*, an excellent conversion of the PC stealth-'em-up.

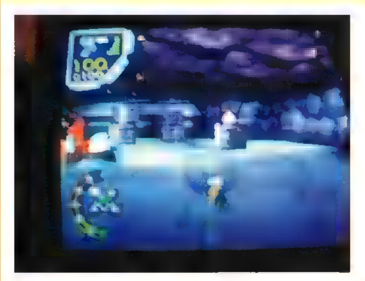
Nintendo's stand was *massive*. Bigger than Sega's and Sony's, it featured huge, celebratory banners of Pokémon (which has become *incredibly* big business in America – just wait 'til it hits the UK), massive models of *Donkey Kong*, the effortlessly cool *Perfect Dark* enclosure and loads of Star Wars hype; a life-size Pod Racer overhung a giant 'Nintendo' sign, and towering models of characters from the Phantom Menace (including the terrifying Darth Maul) lined the entrance to the *Episode One: Racer* room, which itself was showcased by two floor-to-ceiling screens on which you could play the game. About 20 TVs were also available for playing on a smaller scale.

It was a sure sign to all those predicting the death of the N64 that there are years of life left in our little Grey Box – and, in fact, that it's looking stronger than ever. Feel proud in having stuck by your N64; look at the games mentioned in the first paragraph, throw in a multitude of others (including *Top Gear Rally 2*, the brilliant *World Driver Championship* and, yes, the upcoming *GTA 64*) and you'll see that there's *stacks* to look forward to.

By comparison, Sony had very little to show off. There was the admittedly excellent *Gran Turismo 2* and *Final Fantasy VIII*, but other than that there were legions of ropey-looking platformers, relentlessly cloned beat-'em-ups, indistinguishable driving games and two rank sub-standard *Mario Kart* clones: *Speed Freaks* and *Crash Team Racing*.

Yup, it was Nintendo's show, and no mistake. Howard Lincoln made his announcement about Project Dolphin the day before E3 started, and Sony, shocked by the announcement, hurriedly shoved a playable demo of PlayStation 2 onto their stand to counter such good news. Project Dolphin itself was actually rumoured to be at the show, if behind closed doors, and one of the anonymous industry bods that saw it told **N64** "Take everything PlayStation 2 can do, and add a little bit more".

The future's so bright it's blinding, and it's undeniably Nintendo-shaped. But, perhaps more importantly, where we are now is equally as exciting. We played all the games at E3, and the second half of 1999 holds more riches for N64 fans than you would have believed. It's going to be brilliant.



▷ **Jet Force Gemini.** ***Absolute gaming magic.***

With many thanks to IGN64 (http://ign64.ign.com)

Coming soon in... N64 MAGAZINE

REVIEWED!

Quake II

Tired old PC conversion? Not on your nellie! It's been delayed more times than Turok 2 but, finally, it's here – and it's utterly fantastic! Don't miss the only review you can trust...

REVIEWED!

Premier Manager 64

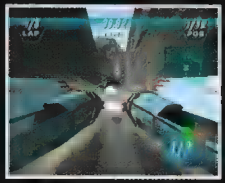
The N64's first management sim takes to the field, with all-new features and Kevin Keegan endorsement. We step into the hot seat at, er, Burnley and give you our full time verdict.

PLAYTESTED!

Jet Force Gemini

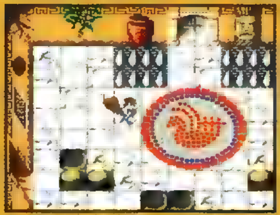
We head up Twycross way to gaze longingly at Rare's first game of '99. Whacking great guns, eight-legged beasts and liberal splatterings of goo, it's going to be an absolute cracker.

STAR WARS Episode I: Racer

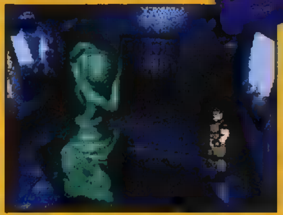


Smash every track, master all the vehicles, perfect those tricky shortcuts – only in N64 Magazine!

NEXT MONTH IN planet GAME BOY



REVIEWED!
CONKER'S POCKET TALES
F1 WORLD GRAND PRIX



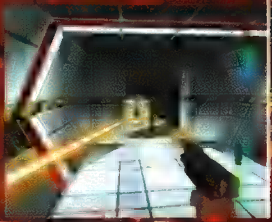
PREVIEWED!
RESIDENT EVIL 2
SILICON VALLEY

N64 MAGAZINE OFFICIAL! THE UK'S BEST-SELLING

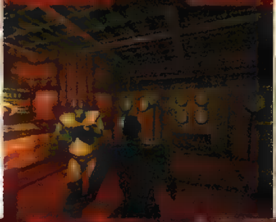
ISSUE 31

Even more pics!

PERFECT DARK



SHADOWMAN



RESIDENT EVIL 2

Reviewed!

WWF ATTITUDE

D-LO BROWN
TOO SEXY
TOO SEXY

SHADOWGATE 64

SUPERMAN

and a whole lot more besides

On sale Monday 12th July

MULTIPLAYER RESULTS

All the photos and all the action from London's Virgin Megastore. Which N64 reader is the best multiplayer gamer in the UK? Find out next issue!

Virgin MEGASTORES

- First news on the latest N64 games
- Tonnes of new cheats and tips
- Every Japanese and American game reviewed
- Skill Club 64
- I'm the Best
- Loads of prizes
- The ONLY reviews you can trust

FREE!

The next instalment of our brilliant Double Game Guide! It's the best one yet, you know.

NDEPENDENT NINTENDO MAGAZINE

All magazine contents and free gifts subject to change.

The page where – spelling mistakes permitted – anything can happen.

What if...

Beatles Adventure Racing

thicket to ride

Beatles Adventure Racing
EA
June 28th
1-4
US release June 28th

The lack of big name licences on the N64 should finally be put right this month with the release of *Beatles Adventure Racing*, a semi-sequel to Paradigm's fantastic driving game of a few months ago, featuring the Fab Four as you've never seen them before!

As Lead Programmer Gideon Thicket explains, "We wanted to approach this sequel in a different way, and a big name licence was top of our list. Unfortunately, we couldn't get Billie because she was attending a love festival in the New Forest, so The Beatles had to do".

The finished game will feature the same mix of realistic driving physics and cunning shortcuts, but the tracks and general 'feel' of the game have changed quite a bit. "We spent four months going through the entire Beatles back catalogue searching for inspiration," says Thicket. "'Norwegian Wood' is a pretty easy opening track, with every bonus crate containing a 50-point Rubber Soul LP, but things really start to spice up with 'Back in the USSR'. Now *that's* a course. Basically, you have to chase John and Yoko through the streets of Leningrad, before running them off the road and then somehow 'disposing' of Yoko before she splits up the band. I mean, it's not going to be excessive, but you *can* tie her to the roof of your car and 'accidentally' not tie the knots properly. All I'd say is just watch where those wheels go!"

More will also be made of the time trial in this version of *BAR*. "You can time trial on all of the game's courses, but we've created some specific ones too. 'Yellow Submascream' should be good – basically, you have to belt it through the sub and beat the clock or Ringo starts singing – but 'While My Carburettor Gently Weeps' is also pretty nifty, where you have to do four laps of George Harrison's mansion before your carburettor stops working. If you don't do it in time, George goes a bit bonkers and crops up later on in another sub-game called 'Time A Taxman', where him and Guru Ravi Shasi try to hijack your car using razor sharp sitars."

Of course, the cars are as much a part of *BAR* as they were in the previous game. "John and Paul both have V8, 16-valve, fuel injected Beetles," says Thicket, "while George has a nifty new B4 model with yellow dip lights. Ringo has what we like to call the 'Moustache Mobile'. It's a three-wheeler with no suspension. Unfortunately, we forgot what his name was at a crucial time in development and it never really crossed our minds again until about a day before the game had to be shipped out. The only deal we could sign was with Robin Reliant."

BAR should be assured of success come the end of June.

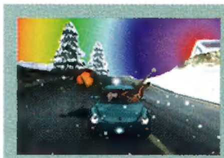
1:11
01:39.85
1 /3 lap
1/8 pos

A nicely placed speaker means a quick Let It Be recital. ▷

65
5
03:45.55
00:13.59
2 /3 lap
6 /8 pos

△ *Ringo bashes those bongos.*

A bit like Rainbow Road, this. ▷



◁ *Psychedelic! Heavy. Or, er, something.*

44
2
01:21.73
1 /3 lap
7 /8 pos

▽ *Avoid John's piano for extra points.*

index to N64 Magazine issue 30

***40 Winks* Future Look** 10
An Ear to the Ground 22
***Armorines* preview** 29
Back Issues 122
***Bottom of the Ninth* review** 69
***Charlie Blast's Territory* review** 64
Club 64 72
***Command & Conquer* preview** 20
Contacts 112
Contents 4
Directory 114
***Donkey Kong 64* Special Investigation** 46
Dr Kitts' Game Clinic 97
E3 feature 124
***Earthworm Jim 3D* preview** 19
***EPGA Golf* preview** 21
***F1 WGP II* preview** 28
Fanzine Farm 15
Game On 100
***Gauntlet Legends* preview** 27
Hotline Tips 98
How to... breathe new life into *GoldenEye* 90
How to... clobber five N64 classics 84
How to... find 11 cool things in *Zelda* 88
How to... kick ass in *Duke Nukem* part 2 78
***Hybrid Heaven* preview** 19
I'm the Best 104
***Jet Force Gemini* Future Look** 8
Mailbox 72
***Mario Golf* preview** 19
***Mini Racers* preview** 23
Multiplayer results 44
New Goods 14
News 12
Next Month 128
***Perfect Dark* Special Investigation** 46
Planet Game Boy 35
***Quake II* Future Look** 6
Reader Reviews 76
Release List 32
***Resident Evil 2* preview** 18
Retroworld 15
***Revolt* preview** 22
***Road Rash* preview** 25
***Roadsters '99* preview** 24
***Shadowman* preview** 30
Skill Club 64 108
***Starcraft* preview** 21
***Star Wars Episode One: Racer* review** 58
Subscriptions 122
***Super Bowling* review** 68
Tat's Entertainment results 102
Tips Extra 92
***WCW Mayhem* preview** 28
Welcome to N64 3
What if? 130
***Winback* preview** 24
***World Driver Championship* preview** 26

This issue on sale Tuesday 15th June
Next issue on sale Monday 12th July

FAST DELIVERY SERVICE

"MONEY BACK GUARANTEE"

"CALL FOR OUR FREE COLOUR BROCHURE"

USUALLY WITHIN 3 WORKING DAYS

POSTAGE FREE FOR UK

OPTIONAL RECORDED DELIVERY £1 PER ITEM

Tel:01993 844885

FAX: 01993 840750

website: ukcomputergames.com

N64 from £67.99

1ST CLASS SERVICE GUARANTEE: ALL MACHINES ARE OFFICIAL UK CONSOLES AND ARE FULLY GUARANTEED BY NINTENDO FOR ONE YEAR AND WE OFFER FULL AFTER SALES SUPPORT. IF YOUR MACHINE IS FAULTY WE WILL COLLECT IT FROM YOU AND REPLACE IT FREE OF CHARGE.

Prices include FREE DELIVERY within 2 working days.

N64 CONSOLE	£69.99
N64 & MARIO	£82.99
N64 & GOLDENEYE OR BANJO KAZOOIE OR F1	£89.99
N64 & F ZERO OR WIPEOUT OR FIFA 99	£94.99
N64 & ZELDA OR ROGUE SQUADRON OR TUROK 2	£99.99
N64 & STARWARS:RACER	£103.99

Plus £1.00 OFF every additional game or accessory brought at the same time.

EXCITEMENT X DIRECT
THE NINTENDO SPECIALISTS

COLOR GAMEBOY £58.99

Color Gameboy now available in various colours: Berry Red, Yellow, Lime Green, Turquoise, Clear, ClearPurple & Purple.

"BUY ANY 2 GAMEBOY GAMES AND GET £2 OFF THE TOTAL"

FULL COLOUR GAMEBOY GAMES

720 SKATING	£21.99
ALLSTAR B'BALL 2000	£22.99
BATTLESHIPS	£18.99
BUGS & LOLA	£18.99
DEFENDER & JOUST	£21.99
F1 WORLD GRAND PRIX	£21.99
HARVEST MOON	£18.99
LEGEND OF RIVER KING	£21.99
MEN IN BLACK	£19.99
POKEMON (Red or Blue)	£24.99
POWER QUEST	£18.99
QUEST FOR CAMELOT	£18.99
RUGRATS	£21.99
SUPER MARIO BROS	£22.99
TOP GEAR RALLY	£22.99
TUROK 2	£22.99
V RALLY	£22.99
WARIOLAND 2	£21.99
WWF ATTITUDE	£22.99
ZELDA	£21.99

OTHER GAMEBOY GAMES

DONKEY KONG	£12.99
FINAL FANTASY LEGEND	£18.99
GAME & WATCH GALLERY	£12.99
MOLEMANIA	£9.99
POCKET BOMBERMAN	£12.99
STREET FIGHTER	£12.99
TOP RANKING TENNIS	£9.99
WARIOLAND	£9.99
WARIOLAND 2	£11.99
ZELDA	£11.99

GAMEBOY CAMERA £29.99

WATCHES

MARIO OR YOSHI ONLY £7.99

OFFICIALLY LICENSED NINTENDO BEANBAG COLLECTABLES

Available: Mario, Yoshi (4 Colours), Donkey Kong, Bowser, Wario, DiddyKong, Luigi, Toad, Banjo Kazooie & Mumbo Jumbo. £7.99 Buy 3 get Mumbo Jumbo Free

"Buy all four Yoshis for £28.00"

Soft Character Beanie Babies - £3.99

Talking Beanies - £9.99

12" Plush Talking Characters - £14.99

(Buy Yoshi & Bowser and get Donkey Kong FREE)

ACTION FIGURES

Link Keyring £4.99

DUKE NUKEM

"Buy all five for ONLY £44.95 Save £7.00"

Also Available: Battlelord £9.99, Octabrain £9.99 & Pig Cop £9.99

Nightstrike Duke £11.99

Duke Nukem £9.99

STAR WARS EPISODE 1

Action Figures from £9.99

TOMB RAIDER

9" Lara Wet Suit £19.99

Single Large Figures Link or Gannon - £9.99

ZELDA

Pack of three (Zelda, Link & Gannon) £14.99

Quake II

"Buy all four for ONLY £33.96 Save £11.00"

Female Jungle Marine £9.99

Also Available: Iron Maiden £11.99 & Tank £14.99

Male Major £9.99

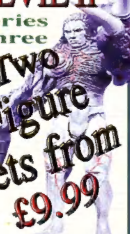
TEKKEN 3

SERIES 2

Yoshumitsu, True Ogre, Heihachi Mishima & Devel

FROM £9.99 Set of 4 only £39.95

RESIDENT EVIL II



Series Three

Two Figure Sets from £9.99

TUROK II

"Buy all four for ONLY £26.96 Save £9.00"

Also Available: Joshua Fireseed £9.99, Primagen £9.99, & Adon £11.99

Turok Dinosaur Hunter Display £11.99

METAL GEAR SOLID

FROM £9.99

SET OF EIGHT ONLY £66.90

BUY PSYCHO MANTIS FOR JUST £3.99 IF PURCHASED AT THE SAME TIME AS ANY OTHER METAL GEAR SOLID FIGURE.

CRASH BANDICOOT

FROM £9.99

MARIO Kart Figures

from £9.99

NINTENDO 64 GAMES

GET £4 OFF If You Order A US Game Before The Release Date...

UK NINTENDO GAMES

	NEW	UK 2nd HAND
1080 SNOWBOARDING	£33.99	£29.00
ALLSTAR BASEBALL 2000	£33.99	£29.00
ALLSTAR TENNIS 99	£36.99	£31.00
BANJO KAZOOIE	£27.99	£24.00
BEETLE ADVENTURE RACING	£33.99	£29.00
BLADES OF STEEL NHL '99	CALL	CALL
BUGS LIFE	CALL	CALL
CASTLEVANIA	£32.99	£28.00
CARMAGEDDON	£34.99	£28.00
CHARLIE BLASTS CHALLENGE	£28.99	£25.00
DIDDY KONG RACING	£33.99	£29.00
DUKE NUKEM - TIME TO KILL	£27.99	£22.00
EARTHWORM JIM	CALL	CALL
F1 WORLD GRAND PRIX	£28.99	£24.99
F1 WORLD GRAND PRIX & MAD KATZ WHEEL	£59.99	....
F1 WORLD GRAND PRIX 2	£33.99	£30.00
F-ZERO	£34.99	....
F-ZERO & RUMBLE PAK	£33.99	£30.00
FIFA 99	£35.99	£29.00
GOLDENEYE & N64 GAME CASE	£22.99	£19.00
HOLY MAGIC CENTURY	£33.99	£28.00
INT. S'STAR SOC 98 & FREE ISS98 STICKER KIT	£24.99	....
JET FORCE GEMINI	CALL	CALL
LYLAT WARS	£27.99	£24.00
MARIO 64	£24.99	£21.00
MARIO KART 64	£34.99	£30.00
MARIO PARTY	£33.99	£30.00
MICHAEL OWEN'S SOCCER 99	CALL	CALL
MICRO MACHINES TURBO	£34.99	£24.00
MISSION IMPOSSIBLE & FREE MISSION IMPOSSIBLE VIDEO	CALL	CALL
MONACO GRAND PRIX	£35.99	£31.00
MYSTICAL NINJA	£24.99	£21.00
NASCAR REVOLUTION	£33.99	£28.00
NEW TETRIS	£33.99	£33.99
NFL QTR BACK CLUB 99	CALL	CALL
QUAKE 2	£33.99	£28.00
RAKUGA KIDS	£24.99	£21.00
ROGUE SQUADRON	CALL	CALL
RUSH 2	CALL	CALL
SHADOWGATE 64	£40.99	£34.00
SILICON VALLEY	£24.99	£21.00
SNOWBOARD KIDS	£41.99	£35.00
SOUTHPARK	£44.99	£38.00
SOUTHPARK & PLAYERS GUIDE	£36.99	£30.00
STARWARS:RACER	£41.99	£37.99
SUPERMAN	£37.99	£32.99
TONIC TROUBLE	£36.99	£30.99
TUROK 2 & FREE PLAYERS GUIDE	£33.99	£26.00
VIRTUAL POOL	£33.99	£30.00
VIGILANTE 8	£35.99	£32.99
V RALLY	£33.99	£26.99
V RALLY & MAD KATZ WHEEL	£63.99	....
WAVE RACE 64	£23.99	£20.00
WAYNE GRETSKY 98	£16.99	£13.00
WCW/NWO REVENGE	£39.99	£34.00
WIPEOUT 64	£28.99	£23.00
WWF ATTITUDE	CALL	CALL
WCW NITRO	CALL	CALL
YOSHIS STORY & YOSHI BEANIE	£32.99	£28.00
ZELDA	£37.99	£32.00

US NINTENDO GAMES

	NEW	2nd HAND
BUGS LIFE	£49.99	£39.99
CARMAGEDDON	£49.99	£39.99
COMMAND & CONQUER	£49.99	£39.99
EARTHWORM JIM	£49.99	£39.99
F1 WORLD GRAND PRIX 2	-	£39.99
JET FORCE GEMINI	-	£39.99
MONACO GRAND PRIX	£49.99	£39.99
QUAKE 2	£49.99	£39.99
SHADOWGATE	£49.99	£39.99
SUPERMAN	£51.99	£39.99
SMASH BROTHERS	-	£39.99
STARWARS: RACER	-	£39.99
SHADOWMAN	£49.99	£39.99
TONIC TROUBLE	£49.99	£37.99
WCW NITRO 64	£52.99	£39.99
WWF ATTITUDE	£52.99	£39.99

PLAYSTATION GAMES

DRIVER	£29.99
FINAL FANTASY VII	£16.99
GRAN TURISMO - Platinum	£16.99
METAL GEAR SOLID	£29.99
RIDGE RACER - TYPE 4	£29.99

ORDER YOUR DREAMCAST NOW! They will initially be in short supply so make sure you get yours first!!!

POKÉMON Merchandise now in stock

SOUTHPARK VOCALISERS These speak the words you'd like to in the voices of Kyle & Cartman. **WARNING:** Adult Language **£9.99**

CONTROL PADS

OFFICIAL COLOURED CONTROLLERS £17.99 or £16.99 for two or more

OFFICIAL GOLD COLOURED CONTROLLER £29.99

MANTARAY CONTROLLER Features Slow motion and Turbo - available in grey, clear red, clear blue and clear black - £14.99

N64 WHEELS

TOP DRIVE STEERING WHEEL £45.99

TOP DRIVE PLUS £54.99

MAD KATZ WHEEL & PEDALS MEMORY CARD SLOT AND BUILT IN RUMBLE £35.99

GAMESTER RUMBLE WHEEL £49.99 NO BATTERIES REQUIRED

RUMBLE PAKS

OFFICIAL RUMBLE PAK only £14.99
Nugen £7.99

RUMBLE PAK & MEMORY CARD With built in 1MB Memory Card only £11.99
With 1MB Memory Card (No Batteries Required) only £15.99

SHOCKWAVE adds force feed-back to ALL GAMES-1MB Built in Memory Card only £22.99

INTERACTOR Lets You Experience the Blows, Kicks and Expolsions only £14.99

CABLES & CARDS

ACTION REPLAY PRO	£29.99
EXPLORER CHEAT CARD	£25.99
PAIR OF EXTENSION CABLES	£9.99
SCART CABLE	£8.99
STEREO AV CABLE	£8.99
S-VHS CABLE	£6.99
SCART CONVERTER CABLE	£24.99
SCART LEAD	£9.99
OFFICIAL 256K MEM. CARD	£13.99
256K MEM. CARD	£6.99
1MB MEM. CARD	£7.99
4MB MEM. CARD	£14.99
8MB MEM. CARD	£18.99
ISS98 OFFICIAL MEM. CARD	£14.99
OFFI. EXPANSION PACK	£23.99
DATEL EXPANSION PACK	£18.99

MISCELLANEOUS

GAMEBOY BOOSTER	£34.99
OFFI. DELUX CARRY CASE	£16.99
N64 GAME CASES (PK. 3)	£6.99
N64 PASSPORT	£24.99
MOUSE MATS	£5.99
WRIST RESTS	£6.99
CASTLEVANIA 64 PLAY-GUIDE	£10.99
SOUTHPARK PLAYERS GUIDE	£10.99
QUAKE PLAYERS GUIDE	£4.99
TUROK 2 PLAYERS GUIDE	£10.99
YOSHIS STORY PLAYERS GUIDE	£6.99
ZELDA PLAYERS GUIDE	£10.99
N64 STICKER KITS - COVERS N64 & CONTROL PADS	£4.99

9am-9pm Monday, 9am-8pm Tuesday-Friday, 10am-6.30pm Saturday, 10.30pm - 4pm Sunday & Bank Holiday

Money Back Guarantee - If you are not delighted with your purchase for any reason you may return it to us within 3 days of receipt and we will happily exchange it for you or send you a refund. Simply ring for authorisation and return it to us by recorded delivery. We will make a small handling charge of 10% (minimum £5) of the purchase price and we would ask that you return the item in perfect condition.

NAME: .... ADDRESS ....

....

....

POSTCODE: .... TEL: ....

CARDHOLDERS SIGNATURE: ....

(THE CREDIT CARD GIVEN MUST BE REGISTERED IN YOUR NAME AT THE DELIVERY ADDRESS)

IF YOU ARE PURCHASING A GAME WITH AN 18 CERTIFICATE PLEASE SIGN BELOW TO CONFIRM YOU ARE OVER 18 YEARS OLD

I CONFIRM I AM OVER 18 YEARS OLD ....

ITEM	PRICE
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

Postage is free for all orders shipped within the U.K. Optional recorded delivery £1 per item Optional NEXT DAY DELIVERY available £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £3.50 per software item

CASH ☐ CHEQUE (IMMEDIATE CHEQUE CLEARANCE) ☐ POSTAL ORDER ☐ CARD ☐

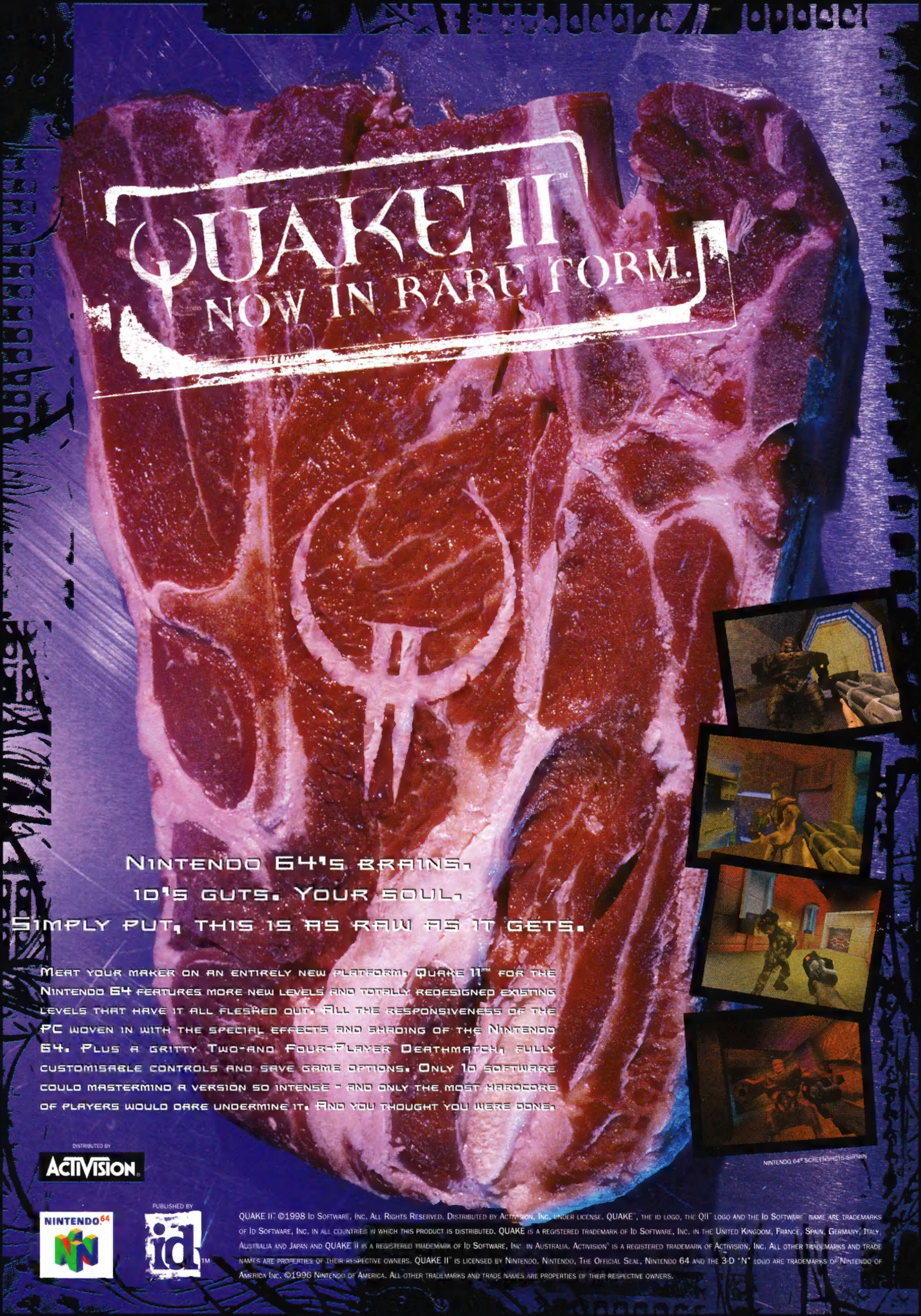
CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐☐☐ ISSUE NO. ☐☐

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE.
CHEQUES PAYABLE TO: **EXCITEMENT DIRECT**, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ
Inevitably some items may not yet be available. Please phone to check availability.
Prices correct at time of going to press.E & OE.

EXCITEMENT DIRECT LIMITED **Ref:** N64

N64 MAGAZINE

30 JULY 1999



NINTENDO 64'S BRAINS. ID'S GUTS. YOUR SOUL. SIMPLY PUT, THIS IS AS RAW AS IT GETS.

MEAT YOUR MAKER ON AN ENTIRELY NEW PLATFORM. QUAKE II™ FOR THE NINTENDO 64 FEATURES MORE NEW LEVELS AND TOTALLY REDESIGNED EXISTING LEVELS THAT HAVE IT ALL FLESHED OUT. ALL THE RESPONSIVENESS OF THE PC WOVEN IN WITH THE SPECIAL EFFECTS AND SHADING OF THE NINTENDO 64. PLUS A GRITTY TWO-AND FOUR-PLAYER DEATHMATCH, FULLY CUSTOMISABLE CONTROLS AND SAVE GAME OPTIONS. ONLY ID SOFTWARE COULD MASTERMIND A VERSION SO INTENSE - AND ONLY THE MOST HARDCORE OF PLAYERS WOULD DARE UNDERMINE IT. AND YOU THOUGHT YOU WERE DONE.

DISTRIBUTED BY ACTIVISION

PUBLISHED BY id

QUAKE II™ ©1998 ID SOFTWARE, INC. ALL RIGHTS RESERVED. DISTRIBUTED BY ACTIVISION, INC. UNDER LICENSE. QUAKE™, THE ID LOGO, THE QII™ LOGO AND THE ID SOFTWARE™ NAME ARE TRADEMARKS OF ID SOFTWARE, INC. IN ALL COUNTRIES IN WHICH THIS PRODUCT IS DISTRIBUTED. QUAKE IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN THE UNITED KINGDOM, FRANCE, SPAIN, GERMANY, ITALY, AUSTRALIA AND JAPAN AND QUAKE II IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN AUSTRALIA. ACTIVISION® IS A REGISTERED TRADEMARK OF ACTIVISION, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS. QUAKE II™ IS LICENSED BY NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS.

REVIEWS THIS ISSUE

STAR WARS EPISODE 1: RACER

CHARLIE BLAST'S TERRITORY

SUPER BOWLING

BOTTOM OF THE NINTH

OTHER GREAT STUFF!

PERFECT DARK SPECIAL INVESTIGATION

DONKEY KONG 64 SPECIAL INVESTIGATION

E3 ROUND-UP

JET FORCE GEMINI FUTURE LOOK

QUAKE 2 FUTURE LOOK

40 WINKS FUTURE LOOK

SHADOWMAN DIARY

SECOND DUKE NUKEM: ZERO HOUR GUIDE

NEW GOLDENEYE MULTIPLAYER LEVELS

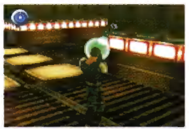
INTERVIEWS WITH CREATORS OF TUROK 2, HYBRID HEAVEN, RAINBOW SIX & PERFECT DARK

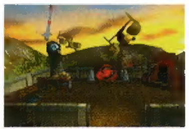
MULTIPLAYER COMPO RESULTS

DISCOVER 11 QUIRKS IN THE LEGEND OF ZELDA

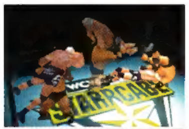
LOOK OUT!

Over 40 pages of brand new N64 games! ➔


HYBRID HEAVEN PAGE 19


COMMAND & CONQUER PAGE 20

PLANET GAME BOY PAGE 38


WCW MAYHEM PAGE 28

F1 WORLD GP II PAGE 28

N64 MAGAZINE
Completely independent Nintendo 64 advice
30 Monmouth Street, Bath, BA1 2BW

OUT OF PRINT
ARCHIVE.COM

PRELIMINARY VERSION

WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.
OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING AND RESTORING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE AND ON TWITTER, WE ALSO CREATE CBZ FILES, SUCH AS THE ONE YOU ARE LOOKING AT RIGHT NOW.
THESE CBZ FILS FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A MOUSE-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH WERE RELEASED AT LEAST 10 YEARS PRIOR TO THIS WRITING, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM, PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE.
THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES. AND EVEN THAT TIME-TABLE IS JUST NOT FEASABLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB. COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS, I FEEL THAT NOW MORE-SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE.
THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED.
SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM, DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS.
SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.

PRELIMINARY VERSION